ELFQUEST: HOT TITLE GETS HOTTER

SEX, SENSITIVITY, AND SUFFERING: 'ELFQUEST' CREATOR WRITES

COMICS COLLECTOR

48319K
FALL • 1985
$2.25
ISSN 8750-7358

NOW YOU CAN COLLECT
DANGERMOUSE

DON'T MISS OUT ON HITS
OF THE YEAR

PRICES SOAR!
MORE THAN
10,000
UP • TO • DATE
VALUES

ARCHIE
TYPICAL TEEN
SPARKS COLLECTORS

© 1985 WaRP Graphics

2 FREE POSTERS WITH EVERY ORDER

DIRECT MARKETING

COMIC BOOK CO.

CBG
Customer Service
Award — 1985

8323 Lincoln Blvd., Suite 502
Westchester, CA 90045
(213) 827-7282

HERE'S WHAT YOU GET!!!

1.) **2 FREE** posters with every order.
2.) **FREE** investor's newsletters (to make **you** money).
3.) **FREE** catalogues.
4.) Special un-advertised sale lists.
5.) All newsstand Mint comics, and all orders guaranteed.
6.) **FAST UPS DELIVERY** (for mail or P.O. Box add 75¢ more.)

HERE'S HOW TO ORDER:

1.) Call (213) 827-7282 for fast C.O.D. delivery or to ask questions.

OR

2.) Send payment and $2.00 + 2¢ per comic (minimum order is $9). We recommend 50¢ for insurance. Canadian/Hawaiian/Alaska orders $3.00 + 3¢ per comic. UPS service is the best but if you prefer mail add 75¢ extra.
3.) We'll issue you a **20% credit for any alternates used.**

AARDVARK-VANAHEIM

3D	3.50

ALIEN ENCOUNTERS

1	2.00

ALIEN WORLDS

1-7	1.40
Set 1-7 ($10.50 cover value)	7.80
3D	4.00

ALPHA FLIGHT

1	1.95
2, 3, 12	1.25
4-11	1.00
14 up	.75

AMERICAN FLAGG!

1	1.95
2-4	1.85
5-12	1.50
13 up	1.25

AVENGERS

190 up	1.00

BATMAN/OUTSIDERS

1	2.75
2-5	1.75
6 up	1.00
New Series 1	2.00

CAMELOT

1	2.25
2-4	1.50
5 up	1.20

CLOAK AND DAGGER

1 (New)	1.25

CRISIS/CRISIS TIE-INS

1, 2	1.50
3-6, 8 up	.95
7 (Death Supergirl)	1.50
Vigilante 22	1.50
Flash 350	1.50
Loosers Special	.88
Superman 412	1.00
Omegamen 31	1.50
Blue Devil 17	1.00
All Star 50	1.50
DC Presents 86	1.00
Wonder Woman 327	1.00

COMICS COLLECTOR

1 (First Issue)	5.00

DAREDEVIL

159 (F-NM)	7.75
163, 4 (F-NM)	6.00
166, 170	4.80
174	2.25
176-181	1.50
182 up	.90

DAZZLER

1	1.25

DC CHALLENGE

1	2.00

DC UNIVERSE

1 (Who's Who)	1.75
2 up	1.40

DC PRESENTS

1	1.50

DNAGENTS

1-5	1.50
Set (1-5)	4.95
1 (1985)	1.00

ELEMENTALS

1	7.90
2	2.00
3, 4	1.50

ELF QUEST

1 up	1.00

ELRIC (PACIFIC)

1-6 ($1.50 cover)	1.25
Set ($9.00 cover value)	5.95

FANTASTIC FOUR

232 up	1.00

FIRESTORM

1 up	.75

G.I. JOE

1	9.75
2	17.00
3-7, 9, 10	6.50
11, 13-16	4.00
17-19	3.00
20-26	2.25
27-30	1.50
31 up	.95
32-39	.50
Yearbook #1	1.95

G.I. JOE SPECIALS
(2nd printings)

7, 10, 17-19, 21, 25	2.00
29, 30	1.00
Set (All 9 Specials)	13.95

GROO (ORIGINAL)

1	1.75
2-5	1.10
6-8	1.50
Complete Set	8.95

GROO (MARVEL)

1	1.80
2 up	.95
Set (1-3)	3.50

HEATHCLIFF

1-3	1.00

HEX

1	1.25

JON SABLE

1	2.20
2-6	1.75
7 up	1.25
Set (1-7)	9.80

KITTY/WOLVERINE

1-4	.95
Set	3.00

LEGION

285-287 (Giffen)	4.00
288-300	2.00
1 (1984)	2.00
2 up	1.50
Set 285-295	22.80
Set 1-3	4.00

LONGSHOT

1	1.00

MARVEL AGE

1-7	1.00

MIRACLE MAN

1	1.00

MAGE

1	2.85
2-8	1.50

MARVEL FANFARE

1	8.00
3, 4	4.00
5-7	1.75
8 up	1.50

NEW MUTANTS

1	1.80
2-10	1.50
11-17	1.00
18, 21	.95
19, 20, 22 up	.75
Set (1, 18-23)	6.00
Set (1-5)	6.80

NEW TEEN TITANS (1984)

1	3.90
2	1.90
3 up	1.50
Set 1-5	8.95

NEW TEEN TITANS (ORIGINAL)

2-4	8.90
6-10	4.75
11-15	1.80
16-28	1.20
29 up	.95

NEXT MAN

1 up	2.00

ROBOTECH
(MACROSS)

1	3.90
2	2.00
3, 4	1.50

ROBOTECH MASTERS

1	1.75

ROBOTECH DEFENDERS

1	1.75

SECRET WARS I

1	1.95
2, 3	1.45
4-12	1.00
Avengers #243	1.25
Fan. Four #265	1.25
X-Men #181	1.25
Set (1-12)	9.95
Set (all appearances)	13.00

SECRET WARS II

1-4	1.00
Cap. America 308	1.00
Daredevil 223	1.00
Fan. Four 282	1.00
Iron Man 197	1.00
New Mutants 30	1.00
Spiderman 268	1.00
Web of Spid 6	1.00
X-Men 196	1.00
Avengers 260, 261	1.00
Hulk 312	1.00

SOMERSET HOLMES

1-4 ($1.50 cover)	1.00

SPIDERMAN

252	3.75
253	.90

SQUADRON SUPREME

1	2.00

STARSLAYER

1	2.00
2 (1st Rocketeer)	1.50
5 (1st Pacific Groo)	1.25
Set	3.95

TEENAGE MUTANT TURTLES

1 (3rd printing)	2.50
2 (2nd printing)	2.50
3 (1st printing)	2.50
Raphael #1	2.00

TRANSFORMERS

1	2.00
1 (2nd printing)	1.25
2 up	1.25
2, 3 (2nd printing)	.75
Set 1-3	4.00
Set (2nd printing)	2.50

TWISTED TALES

1-5, 7, 8	1.40
Set (above issues)	7.49

VISION/SCARLET WITCH

1 (1st Series)	1.00
1 (1985)	2.00

WARLORD

1st issue Special #8	7.00
2, 3	6.00
4 up	2.50

WEB OF SPIDERMAN

1	1.50
2, 3	.80
Set 1-3	2.50

WEST COAST AVENGERS

1 (1st Series)	2.00
1 (1985)	2.00

X-MEN/MICRONAUTS

1-4	.95

X-MEN (VG-VF)

99, 100	15.00
102-107	8.75
109-111	10.00
112-119	8.50
122-128	6.00
131-140	5.00

X-MEN NM/M

117, 118	10.00
124, 126, 128	8.00
137	5.90
141, 142	4.00
143 (Sale)	2.60
144-149	2.45
150, 151 (Sale)	1.50
152-166	2.00
167-175	1.45
176-181	1.20
182-190	1.00
191 up	.75
Annual 5-8	1.00

X-MEN/TEEN TITANS

	2.40

CEREBUS RELATED TITLES

CEREBUS

23-30	6.00
32-40	3.00
41-57	2.40
58-up	2.00

AARDVARK-VANAHEIM

3D	3.50

CEREBUS JAM

1, 2	2.80

MS. TREE

3D	2.50

NORMALMAN

1	2.90

OKTOBERFEST

(Recent Discovery - not listed in guide) Pre-Cerebus Comic by Dave Sim

1 (one per order)	10.00

(30 day return privilege!!!)

COLLECTOR'S SUPPLIES

Comic Bags	6¢ each $5.00 per hundred
Backing Boards	10¢ each $8.00 per hundred
Title Dividers	40¢ each

ACID FREE SUPPLIES

Mylar bags	75¢ ea.
Mylite bags	25¢ ea.
Backing boards	20¢ ea.

ALL COMICS NEWSSTAND MINT

COMICO
ROBOTECH
THE MACROSS SAGA
EASTMAN AND LAIRD'S
TEENAGE MUTANT NINJA
TURTLES

.99 SALE

(ALL PRICES SLASHED)

MasterCard

VISA

We
Accept
CREDIT
CARDS

CBG
Customer Service
Award — 1985

SPECIALS

Crisis Infinite Earths	
1-4 (limit 10 each)	$ .99
D.C. Universe: Who's Who	
1-9	.99
Elementals	
2 (limit 10)	1.99
3, 4 (limit 10 each)	.99
G.I. Joe	
31-40	.99
New Teen Titans	
16-58	.99
Robotech: Macross	
1	2.50
2-4	1.50
Secret Wars I	
3-12	.99
Secret Wars II	
1	.99
New Mutants 30	.99
Capt. America 308	.99
X-Men 196	.99
Iron Man 197	.99
Transformers	
1-4	1.50
5-9	.99
Web of Spider	
1-9	.99
X-Men	
179-201	.99

BUY FROM AN ESTABLISHED LEADER

SPEED — We try to send every order out the day we receive it.

SERVICE — We were awarded the CBG 1985 Customer Service Award for service excellence.

QUALITY — All comics are Mint to NM, packaged securely in specially designed comic boxes, and guaranteed for full refund.

PRICES — We have lower prices, and all our special priced comics are stocked in depth, so that we won't run out on the hot titles.

PAST SATISFIED CUSTOMERS

You guys filled my last order almost as fast as my discout broker.

— Robert Dunn, Grove City, PA

Thank you for filling my order so promptly. It was a pleasant surprise to receive my copy of Elementals #1 two days ago. I have had a few relatively poor experiences ordering through the mail, and your prompt service is very much appreciated.

— Robert Haqiwara, Bellevue, WA

Alpha Flight	
1, 2, 12	2.00
3-11, 13-20	1.50
21-30	.99
American Flagg	
1, 2	4.00
3-4	2.00
5-12	1.50
13-30	1.25
Camelot	
1-6	2.50
7-12	1.99
Cerebus	
(*Call for availability and price.)	
1-5, 21	*
6-10	40.00
11-15, 22	35.00
16-20	25.00
23-31	6.50
32-39	3.50
40-53, 56-75	2.50
AV 3-D	3.50
Cerebus Jam	
1	2.00
Cloak and Dagger	
1, 2	1.50
Crisis	
1-4 (limit 10)	.99
5-9	.99
Crisis Crossovers	
Losers Special 1	1.50
Wonder Woman 327	.99
D.C. Presents 86	.99
Flash 350	1.50
Superman 412	.99
Omega Men 31	1.50
Blue Devil 17	.99
New Teen Titans 13	1.50
All Star Squadron 50	1.50
D.C. Presents 87	.99
Firestorm 41	.99
Superman 413	.99
JLA Annual 3	1.50
Dazzler	
38 (new Dazzler)	2.00
39, 40	.99
D.C. Challenge	
1-3	.99
D.C. Universe	
1-9	.99
Dr. Who	
1-12	1.99
Elementals	
1	9.00
2	1.99
3, 4	.99
Justice Machine Annual 1	10.00
Elf Quest	
1, 2	.99
Futurians	
1, 2 (Lodestone - new issue)	1.99
G.I. Joe	
1	10.00
2 (Rare)	20.00
3-5	7.00
6, 8 (Scarce)	10.00
7, 9, 10	7.50
11-15	5.50
16-20	3.50
21-24	3.00
25-30	1.99
31-38	.99
Groo	
1-8 (Pacific)	1.99
1-8 (Epic)	.99
Dest Duck 1 (1st Groo)	1.99
Starslayer 2 (2nd Groo)	1.99
Eclipse Special 1	—
Grimjack	
1-15	1.25
Jon Sable	
1-6	2.00
7-30	1.50
Kitty and Wolverine	
1-6	.99
Legion (Baxter)	
1	2.00
2-15	1.25
Long Shot	
1-4	.99
Marvel Universe	
1, 2, 4, 5	4.00
6-15	2.50
Miracle Man	
1	1.50
2-4	.99
New Mutants	
1-17	1.50
18-33	.99
Next Man	
1-4	1.50
Nightcrawler	
1-4	.99
Robotech: Macross	
1	2.50
2-4	1.50
Robotech: Next Generation	
1, 2	1.50
Robotech Masters	
1, 2	1.50
Saga of the Swamp Thing	
20 (1st Moore)	14.50
21	12.50
22-24	7.50
25-26	4.00
27-30	2.50
31-42	.99
Annual 2	2.00
Secret Wars	
1	2.00
2	1.50
3-12	.99
Secret Wars II	
1	.99
New Mutants 30	.99
Capt. America 308	.99
X-Men 196	.99
Iron Man 197	.99
2	.99
Web of Spider 6	.99
Spiderman 268	.99
Fantastic Four 282	.99
3	.99
Daredevil 223	.99
Avengers 260	.99
Hulk 312	.99
4	.99
All other crossovers	.99
Spiderman	
252	4.50
253-270	.99
Spiderman Index	
1-6	1.25
Squadron Supreme	
1	2.00
2-4	.99
Teen Titans (Baxter)	
1	3.50
2-15	1.50
Annual 1	2.00
Teen Titans (Reg)	
1	19.50
2	13.50
3, 4	10.00
5-10	5.50
11-15	3.50
16-59	.99
Drug Issues 1-3	2.50
Annuals 1-3	2.00

Teenage Mutant Ninja Turtles	
1 (1st Print)	85.00
1 (2nd Print)	35.00
2 (1st Print)	10.00
2 (2nd Print)	3.00
3 (1st Print)	2.50
4 (1st Print)	2.00
Rapheal One Shot	2.00

Thunder Agents	
1, 2	2.00
Transformers	
1-4	1.50
5-9	.99
Wolverine	
1-4	2.50
X-Factor	
1, 2	1.99
X-Men	
(Call or write for early issues 1-93 and their condition)	
94	90.00
95	35.00
96-99	22.00
100, 101	27.50
102-107, 110-115	14.50
108, 109, 120, 121	24.00
116-119, 129, 130	12.00
131-136, 138, 140	8.50
137, 139, 141	6.00
142-143	4.50
144-149, 165-167	2.50
150-163, 168-171	2.00
172-178	1.50
179-201	.99
Annual 3	6.00
Annual 4-8	2.00

SUPPLIES

Plastic Bags	
10 or more	.06 each
100 or more	5.00
Backing Boards	
10 or more	.10 each
100 or more	8.00
Acid Free Back Boards	
10 or more	.15 each
100 or more	12.00
Mylite	
10 or more	.20 each
50 or more	8.00
Mylar	
Silver Age 10 for	6.00
Golden Age 10 for	6.50

AMERICAN COMICS

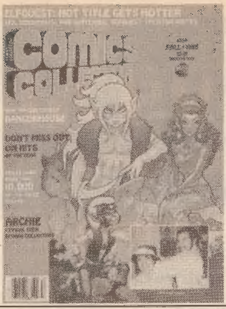
96 W. Shirley Ave.-C
Warrenton, VA 22186
703-347-7081

Minimum order $10.00

All comics are strict Mint to NM, stocked in depth, and guaranteed for a full refund. The minimum order is $10.00, and please add $1.50 plus $.02 per comic to cover postage. Please list alternatives. Phone to order C.O.D. or to use credit cards between 10:00-6:00 EST. Answering machine will take your order all other times. There is an additional 10% discount for orders over $100 dollars. Remember we are always buying Golden Age, X-Men, and G.I. Joe, send lists or give us a call for large purchases. Thanks!

COMICS COLLECTOR

FALL • 1985 Number 9



Comics Collector is © 1985 by Krause Publications, Inc. ISSN: 8750-7358.

Comics Collector is published quarterly at Iola, Wisconsin, by Krause Publications, Inc., Chester L. Krause, president, and Clifford Mishler, executive vice-president. Editorial, advertising, and circulations offices at 700 E. State St., Iola, Wis. 54990. Phone (715) 445-2214. Second-class postage rates are paid at Iola, Wis. 54945 and additional mailing offices. POSTMASTER: Send address changes to ***Comics Collector***, Iola, Wis. 54945.

CONTENTS

WOMEN, COMICS, AND ELFQUEST
By Wendy Pini
She made a smash success out of her privately printed comic-book series — and now she talks frankly about the field and her place in it. 18

AN INTERVIEW WITH WENDY PINI
By John Wooley
Plans are for an *Elfquest* movie in 1988. She talks about that and more. 24

DON'T MISS OUT ON THE HITS OF THE YEAR!
Comic-book readers picked their favorites of 1984. Which ones do you collect? 28

BRIAN COSGROVE
By Kim Metzger
An interview with the director/co-producer of the sensational British TV cartoon *Dangermouse*. 36

DANGERMOUSE: MOUSE IN A MILLION
By Martin Lock
Dangermouse has been making fans in America via the Nickelodeon cable channel. Here's where he came from and what he's been doing. 42

COMICS COLLECTOR'S CORNER
Tips and information on comics and collecting — and comics birthdays. .. 44

FUNNIES IN THE '40s, Part 3: PAPER BULLETS
By Ron Goulart
The author of *The Adventurous Decade* looks at comic strips during World War II. This installment features detective strips. 50

AMERICA'S TYPICAL TEEN-AGER
By Walter Irwin
Archie first appeared in 1941. More than four decades later, he's still a teen-ager — and still popular. 56

SPECIAL PIN-UP: DANGERMOUSE 73

BURIED TREASURE
By Clayton Emery
It was a minor title — but it was fun while it lasted. It parodied other comics — including *The X-Men*. It was *The Inferior Five*. 74

DEPARTMENTS:

EDITORIAL 6

LETTERS 8

REVIEW 10

PRICE GUIDE
Updated, with the latest prices. 68

CONVENTION CALENDAR 80

COMICS MARKETPLACE 85

STAFF

PUBLISHER:
Doug Watson

EDITORS:
Don & Maggie Thompson

STAFF EDITOR:
Kim Metzger

DESIGN:
Paul Tofte

CC PRICE GUIDE:
Alex G. Malloy

ADVERTISING MANAGER:
John Koenig

ADDRESS CHANGES and SUBSCRIPTION INQUIRIES: To assure prompt service when contacting us with an address change or other inquiry concerning your subscription, please include the mailing label from a recent issue. Mail all subscription inquiries to: ***Comics Collector*** Circulation Dept., 700 E. State St., Iola, Wis. 54990. U.S. Subscription rate $8.95 a year. Canada, Mexico, and other countries: $12.95 payable in U.S. funds.

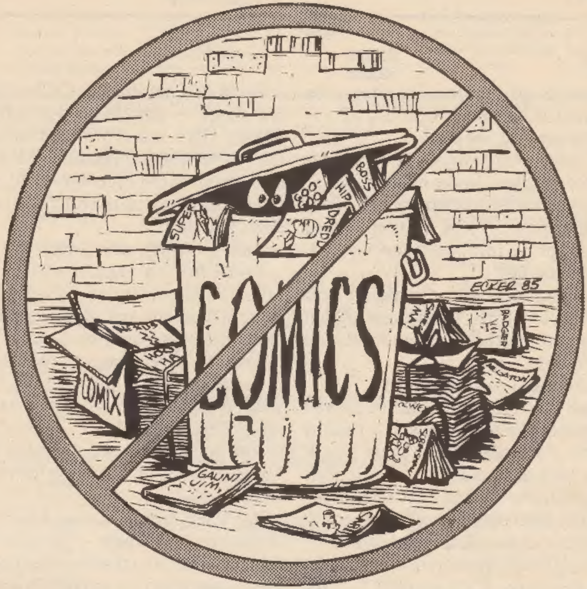
•

Characters represented in this issue are respectively © 1985 by Archie Comic Publications, Inc., Bill Willingham and Comico, Cosgrove Hall Productions Ltd., DC Comics Inc., First Comics, Inc., Howard Chaykin, Inc., King Features Syndicate, Marvel Comics Group, NEA, New York Herald Tribune, Inc., Publishers Syndicate, Thames Television, Walt Disney Productions, and WaRP Graphics.

Advertisements placed in this magazine sometimes contain inadvertent typographical errors, a fact readers should bear in mind when they encounter prices quoted at a small fraction of the prevailing retail price. Prices in advertisements are subject to change without notice. Advertisers endeavor to fill all orders received, but market fluctuations which cause actual prices to vary greatly may, at times, prevent the fulfillment of some orders.

CHICAGO

SAY NO!



Tired of walking into comic shops that look like leftovers from Galactus's last meal? Then visit Moondog's.

Our shops are bright, clean and orderly, and we're located within 20 minutes of O'Hare Airport in Chicago's beautiful northwest suburbs.

No one carries as much new product as Moondog's. We carry every new comic, color or black and white, popular or not, available today. And, of course, we stock all the supplies a collector could need.

We pay top dollar for quality collections of old comics. Please get our offer.

The Midwest's Finest Shops Since 1978

MOONDOG'S

139 W. Prospect Ave.
Mt. Prospect, Ill. 60056
(312) 398-6060

Moondog's COMICLAND

1231 Dundee Rd.
Plaza Verde Center
Buffalo Grove, IL 60090
(312) 259-6060

1403 W. Schaumburg Rd.
Schaumburg, Ill. 60194
(312) 529-6060

VISA
MasterCard

CBG
Customer Service Award – 1985

EDITORIAL

When we began as professional writers, we always assumed that it was elves who did all the detail-work in the magazines we read.

Who, after all, ever even *glances* at the statements you'll find in tiny type on the contents page? "POSTMASTER: Send address changes to ***Comics Collector***, Iola, Wis. 54945" and all that sort of thing simply must spring into spontaneous existence every issue, we thought.

When we became editors, not only did we find that an actual human being had to take care of that sort of thing, it turned out that *we* were the actual human beings involved.

It's like being nibbled to death by ducks.

Look at the pages of art in every issue of ***Comics Collector***. Now look at the tiny type you'll find by almost every piece of art. See it? For every one of those, we had to look up (usually three or four times, because we handle art and text separately, and which copyright date goes with which piece of art invariably becomes a muddled matter) the tiny type which had originally appeared in the magazine containing the piece of art we used to illustrate information in the text. And some *other* poor soul before us had had to be sure to write the tiny type that went on *that* item.

And so it goes.

Every fact you find in *CC* has been checked several times — and errors will *still* creep in. In our Spring 1985 issue, we captioned a photo of Jo Duffy with the information that she was the assistant editor of the Epic line. Well, she's *actually* the *managing* editor of the Epic line (and a nice job she does of it, too).

And, as we say, so it goes.

You'll find on Page 24 of this issue a tribute to other women comics professionals, drawn by Wendy Pini. She and Maggie worked out a long list of names that could be "sparks" in the picture. "Please be sure, Maggie," Wendy said, "that you make it clear that those aren't the *only* talented women in the field — and please be sure no one *minds* being a 'spark.' "

And we just haven't managed to contact all the "sparks," and the negatives for the pages are being shot.

We hope no one minds having Wendy and us think highly of them — and we hope *you* don't mind an occasional error creeping in. But we *also* hope you'll help us to correct any errors you may find, because not one is deliberate.

Don + Maggie

COMING NEXT ISSUE:

As we prepare to go to press, we're already working on the Winter 1986 issue of ***Comics Collector***, which will go on sale in October.

The helpful people at Marvel Comics told us recently that they have a project in the works which *X-Men* fans will have to have. It's *The X-Factor*; it will be a new Marvel title starring former X-Men; and will feature some wild events we can't discuss right now. (We promised.)

But we *will* be able to tell you all about them and The X-Men and how *The X-Factor* came to be — in ***Comics Collector*** #10.

[We're also going to see what we can do to bring you the article many of you said you wanted to see: the story of two fans' hot creation, *Teenage Mutant Ninja Turtles.*

And, of course, that's also the issue in which you can reach a nationwide, newsstand audience with a classfied ad for only 10¢ a word! We think *that's* the best deal yet!]

D + M

"Also See
Our Ad
On Page 86"

NEW ENGLAND COMICS

1354 Hancock Street, Quincy, MA 02169. Phone 617-770-1848

1. No minimum order.
2. Free postage on all orders of $50.00 or more. Under $50 add $1.50 to help with postage.
3. All orders insured free!
4. Mastercard, VISA and COD available. Phone in your order at above number anytime. Note: $15 minimum order for MC and VISA.
5. Satisfaction guaranteed.
6. Most comics stocked in-depth.
7. Most orders shipped within 24 hours. Customers usually have their comics within 3-10 days!

ALL COMICS ARE MINT OR NEAR MINT!

Send 25¢ for our extensive CATALOG of comics from 1960s to date. Free with any order, available NOW!

Our Big Comic Newsletter Sent Free with Every Order and Catalog Request.

SUPPLIES

3-mil PLASTIC BAGS
One free with each comic. Extras are 5¢ each or 100/$3.95.
ACID-FREE SNUGS
Mylar® bags for your best comics. 60¢ each, 10/$5.50, 100/$50.00

FREE Fresh Comic Bag and Protective Backing Board Sent with Each Comic!

WE BUY TOO!
Paying in VF-MINT:
GI JOE 2-$9; 6-$5; 7-11 $3; 12-15 $1.25; Swamp Thing 20-24 $4; 25-27 $1.50; X-MEN 1-141, 60% of Overstreet Guide in ANY condition. Cerebus— paying high!! Complete buying list available upon request.

ASK FOR YOUR **FREE** WHO'S WHO (DC Universe) 1 or 2 WITH EVERY ORDER OVER $10.

ALIEN ENCOUNTERS
1 - up $2.00
ALIEN LEGION
1 $2.50; 2 - 10 up 1.50
ALIEN WORLDS
1-9up 1.50; 3-D issue 2.50
ALL STAR SQUADRON
1 $1.50; 2 - 10 1.25
11-20 1.00; 21-49,51 up .80
50 [Special issue] 1.50
ALPHA FLIGHT
1 $2.50; 2 - 12 1.50
13-20, 24 1.25
21-23,25-28 up .80
AMAZING SPIDER-MAN
200 Special $2.50
201, 202 Punisher 2.00
203 Dazzler 3.00
204-237, 239-249 1.00
238 Hobgoblin 2.00
250, 251 2.00; 252 5.00
253-59 1.00; 260-70 up .80
Annual 14 1.50
AMBUSH BUG
1 - 4 .80
AMERICA VS. JSA
1 $2.50; 2 - 4 2.00
AMERICAN FLAGG
1, 2 $4.50; 3-5 3.00
6-10 2.25; 11-26 up 1.50
AVENGERS
200 Special $3.00
201 - 250 1.00
251-61up .80; Ann.14 1.50
AZTEC ACE
1 $2.50
2 -14 up 2.00
BATMAN
301-50 1.00; 351-89up .80
BATMAN & OUTSIDERS
1 $3.00; 2, 3 1.00
4 - 27 up .80
BLACK DRAGON
1 2.50; 2-6 1.75
BLUE DEVIL
1 3.00; 2, 3 1.25
4-18 up .80; Annual 1 1.50
CAMELOT 3000
1 $5.00;2-4 2.50,5-12 1.50
CAPTAIN BRITAIN(Mag.)
1 - 5 up $2.00
CEREBUS
46-53 $3.50
54,55 5.00; 56 4.00
[54-56 have Wolveroach]
57-75 up 2.00
Swords 1-6 6.00
Jam 1 3.00; 2 up 2.00
CLOAK AND DAGGER
(limited series) 1-4 1.50
(new) 1 $1.50; 2 up .80
Contest of Champions
1 - 3 3.50
CROSSFIRE
1 - 9 up $1.50
DALGODA
1 $2.50; 2 - 6 up 1.50
DAREDEVIL
168 [1st Elektra] $15.00
169,170 $7 ;171-175 $4
176 - 180 2.00
181 [death of Elektra] 2.50
182-191 (Miller) 1.50
196 [Wolverine] 1.50
192-195, 197-224 .80

DC GRAPHIC NOVELS
1-4 $6.00
5 [Hunger Dogs] $7.00
DEADMAN
1-7 [Adams] $2.00
DNAGENTS
1-22 up 1.50
DOCTOR FATE
1 - 3 2.00
DOCTOR STRANGE
50-60 $1.00; 61-73 up .80
DOCTOR WHO (Comic)
1 $2.00; 2-13up 1.50
DREADSTAR
1 $2.50; 2-20 up 1.50
ECHO OF FUTURE PAST
1 - 4 up $3.00
ELEKTRA SAGA
1 - 4 $2.50
ELEMENTALS
1 $12.00; 2 4.00
3 2.00; 4 up 1.50
Justice Machine Ann. 1 13.00
ELFQUEST [New comic]
1 $1.00; 2-4 up .80
ELRIC
[Pacific] 1-7 2.00
[First] 1 3.00; 2 up 2.00
EPIC [Last Galactus Story]
26 $4.00; 27-31 up 2.00
ETERNALS
[Ltd.Series] 1 1.50; 2up .80
EVANGELINE
1, 2 2.50
FANTASTIC FOUR
232 (Byrne begins) $3.00
233-242, 245-250 2.00
243, 244 [Galactus] 3.00
251-70 1.00; 271-84 up .80
Annual 19 1.50
FIRESTORM
1-23, 25-41 up .80
24 [1st Blue Devil] 3.00
FUTURIANS
1 2.50; 2- up 2.00
G.I. JOE
1 $7.00; 2 22.00
3 - 5 6.00; 6 10.00
7-10 7.00; 11-15 6.00
16-21 4.00; 22-28 3.00
29-33 1.00; 34-42 up .80
Yearbook 1 2.00
Green L./Green Arrow
1-6 $2.00; 7 2.50
GRIMJACK
1 $2.50
2-10 2.00; 11-16 up 1.50
GROO
1 - 7 [Pacific] $1.50
1 [Marvel] 1.50
2 -10 up .80
ICEMAN
1 $1.50; 2 - 4 1.00
INDIANA JONES
1-20 1.00; 21-33 up .80
INFINITY INC.
1 $3.00; 2-10 2.00
11-20 up 1.50
IRON MAN
150-168, 171-175 $1.50
169,170[new Iron Man] 3.00
176-190, 193-199 1.00
191, 192, 200 2.00
201 up .80

HOT NEW COMICS!!

SECRET WARS II 1- .95; 2,3up- .80
SW II Tie-in comics, all at 90c each: New Mutants 30, X-Men 196, Capt. America 308, Iron Man 197, Web of Spiderman 6, FF 282 & 285, Spidey 268, DD 223, Avengers 260, 261, Hulk 312, Dazzler 40, Alpha Flight 28, Rom 72, Thing 30, Dr. Strange 74 & others.
CRISIS 1, 2- $1.90 each, 3-6 90c, 7[death of Supergirl] $1.50, 8up— 80c. **Crisis** Tie-ins, all at 90c each: DC Presents 86, Wonder Woman 327, Superman 412, 413, Blue Devil 17, Firestorm 41, GL 194, All Star 51. The following are $1.50 each: Losers Spec. 1, Titans 13, 14, All Star 50, Flash 350, Vigilante 22, DC Presents 87, JLA Ann. 3, Infinity, Inc. 20.
DC CHALLENGE 1- 1.50; 2 - up 1.25
HEX 1- $1.00; 2 up- .80
LONGSHOT 1- $1.00; 2 up- .80
OUTSIDERS 1- 1.50; 2 up 1.25
WEST COAST AVENGERS 1- 1.50;2up .80
VISION & SC. WITCH 1-1.50; 2up .80
SOLOMON KANE 1- 1.50; 2 up .80
SAGA OF MACROSS 1, 2- 2.25;3up 1.75
ROBOTECH MASTERS 1- 2.00; 2up 1.75
ROBOTECH, THE NEW GENERATION 1- 2.00; 2 up- 1.75
THE ONE 1- 2.00; 2 up 1.50
NIGHTCRAWLER 1, 2- 1.00
X-FACTOR 1 [due in August] 2.00
X-MEN 200 spec. giant [due in August] 2.00
Many more HOT NEW comics listed elsewhere.

JON SABLE
1 $3.00; 2 - 10 2.00
11 - 30 up 1.50
JUDGE DREDD
1 $3.00; 2 - 10 2.00
11-20 1.25; 21-26 up 1.00
2000AD [comic] 1-6 1.50
JD Crime Files 1-6 2.00
JUSTICE LEAGUE
200 $2.00; 201 - 220 1.00
221 - 246 up .80
KREE-SKRULL WAR
1, 2 $2.50
KITTY & WOLVERINE
1 - 6 $1.00
LEGION (regular)
260-70 $2.00;271-84 1.50
285, 286 5.00; 287 7.00
288-90 3.00;291-94 2.00
295 - 299 1.00; 300 1.50
301 - 329 up .80
LEGION (Baxter)
1 $2.00; 2 - 16 up 1.50
Subs. Heroes Spec. 1 1.50
Life of Capt. Marvel
1 2.50; 2-6 2.00
MAGE
1 3.00; 2-4 2.00
5-7 up 1.50
MARVEL FANFARE
1, 2 $9.00; 3, 4 5.00
5 2.50; 6 - 10 2.00
11 - 24 up 1.50
Marvel Graphic Novels
1 - 17 up $6.00
except: Futurians, Dazzler, and She-Hulk 7.00

MAGIK
1 - 4 1.50
Mantech Robot
1 - up 1.00
MARVEL TEAM-UP
101 - 116 $ .80
117 3.00; 118, 135 1.50
119-34,136-40,143-49 .80
141 2.50; 142 1.00
150 3.00
Ann. 6 (Cloak & Dagger) 2.00
Ann. 7 (Alpha Flight) 1.50
Masters of the Universe
1 - 3 $2.00
MICRONAUTS
[new]1-15 up $ .80
MISTER X
1 - 4 up $2.00
MOON KNIGHT
[new]1 2.00; 2-5 up .80
NEW MUTANTS
1 $2.50; 2 - 5 2.00
6 - 10 1.50; 11 - 20 1.00
21 - 33 up .80
Annual 1 1.25
NEW TEEN TITANS
1 $20.00
2 12.00; 3,4 10.00
5-10 6.00; 11-15 3.00
16-25 2.00; 26-41 1.00
42-44 1.50; 45-59 up .80
Annuals 1,2,3 2.50
1 [Baxter] 4.00
2 [Baxter] 2.00
3 - 14 up [Baxter] 1.50
Ann. 1 (Baxter) 2.00
Tales of Teen Titans [LS]
1 - 4 1.50
NEXT MAN
1 2.00; 2, 3 up 1.50

NEXUS
Black & White 1 30.00
Black & White 2 15.00
Black & White 3 4.00
Color 1 2.50; 2-14up 2.00
PETER PARKER
64 [Cloak & Dagger] $10.00
65 - 68 1.50
69, 70 [Cloak & Dagger] 5.00
71-80, 83-100 1.00
81, 82 [Cloak & Dagger] 2.00
101 - 108 up .80
PHOENIX: Untold Story
1 $2.50
POWER PACK
1 $2.50; 2 - 5 1.50
6 - 17 up .80
PRESSBUTTON
1-6 up 1.50
ROCKETEER
Graphic Novel 9.00
RONIN
1 - 6 $2.00
SABRE
1 - 18 up $1.75
SAVAGE SWORD
50 - 79 2.00
80 - 118 up 1.50
SAVAGE TALES
[new mag.] 1 2.00; 2up 1.50
SECRET WARS I
1 $2.50; 2, 12 1.50
3 - 11 1.00
Seven Samuroids
Graphic Novel 6.95
SHATTER
1 [2nd Printing] 1.75
SPIDERMAN/HULK
1981 giveaway $1.00
SPIDERMAN INDEX
1 $2.00; 2-9 1.50
SPIRIT COMIC
1-6 2.00; 7-9up 3.00
SQUADRON SUPREME
1 1.50; 2-4 up .80
STAINLESS STEEL RAT
1 2.00; 2, 3 1.75
STARSLAYER
1 $2.00; 4-9 1.50
2, 3 [Rocketeer] 3.00
10 [first Grimjack] 4.00
11 - 18 (Grimjack) 3.00
19 - 34 up 1.25
STAR TREK (Marvel)
1 - 18 $1.00
STAR TREK (DC)
1 $2.00; 2-5 1.25
6-21 up .80; Annual 1 1.50
STRANGE DAYS
1 - 4 up $2.00
SUN DEVILS
1 - 12 .90
SUPER POWERS
[new series] 1 up .80
SWAMP THING
1 $2.00; 2 - 15 1.00
16-19 [Bissette] 2.50
20 [first Moore] 12.00
21[1st Moore/Bissette] $10.
22-24 7.50; 25-27 3.50
28-32 2.00; 33-40 1.00
41-43 up .80
Ann. 2 [ST visits Hell] 4.00
SWORD OF THE ATOM
1 - 4 1.00
Special 1, 2 1.50

TEENAGE TURTLES
1-3 2.50; 4 up 1.75
Raphael 1 1.75
THING
1 $2.50; 2- 5 1.50
6-15 1.00; 16-30 up .80
THOR
300 $2.00; 301-36 1.25
337 (Simonson) 5.00
338 2.00; 339-350 1.00
351 - 362 up .80
THUNDER AGENTS
(Deluxe) 1, 2 $2.50
3 up 2.00
TIME SPIRITS
1 - 8 up $1.50
TRANSFORMERS
1-4 2.00 5-8up 1.00
TWISTED TALES
1 - 10 $1.50
Tales of Terror 1 up 2.00
"V"
1 $2.00; 2 - 5 1.25
6-10up .80
VIGILANTE
1 $3.50; 2 - 10 2.50
11-24up 1.50; Ann. 1 2.00
Vision & Scarlet Witch
[Ltd. Series] 1-4 1.50
[new] 1 1.50; 2 up .80
VOID INDIGO
1, 2 $2.00
Graphic Novel 6.00
West Coast Avengers
[LS] 1,2 2.50; 3,4 2.00
[new] 1 1.50; 2 up .80
Web of Spiderman
1 $1.50; 2 1.00
3-8 up .80
WHAT IF
1 $8.00; 2 - 5 3.50
6 - 12 3.00
13(Conan), 28[Miller DD]5.00
14 - 26 2.50
27[X-Men], 31[Wolv.] 3.00
29, 30, 32 - 47 1.50
WHISPER
1, 2 $2.00
First Special 1 2.75
WHO'S WHO
1 - 8 up $1.00
WOLVERINE
1 - 4 $2.50
X-MEN
102-107,110,111 $16.00
108 [1st Byrne] 25.00
109 [1st Guardian) 25.00
112-119 12.00
120,121 [Alpha Flight] 30.00
122 - 128 9.00
129 [1st Kitty] 10.00
130 [1st Dazzler] 10.00
131-41 7.00;142,143 3.00
144-49, 165-67, 175 2.50
150-164, 168-174 2.00
176 - 185 1.50
187 - 199 1.00
200 2.00; 201 up .80
X-Men/Teen Titans
1 $3.00
X-MEN PINS $1.00 each
Phoenix, Dark Phoenix, Nightcrawler, Storm, Colossus, Cyclops, Kitty, Rogue, Wolverine
ZERO PATROL
1, 2 up $2.00
ZOT!
1 - 9 up 1.50

WHEN IN MASSACHUSETTS, VISIT OUR STORES!

Open seven days a week. Best selection and prices in the state! Call for more info and directions.

BOSTON 139A Brighton Ave. (Allston) 617-783-1848
QUINCY 1354 Hancock St. 617-770-1848
BROCKTON 224 Main Street 617-583-2404

LETTERS

All letters received by ***Comics Collector*** *will be considered for inclusion in "Letters," unless the letter-writer requests otherwise. To submit letters to this department directly, simply write to:*

Letters
Comics Collector
700 E. State St.
Iola, Wis. 54990

"It seems like Batman's history deserves a book, not a short article."

......David Pulleyblank, Box 103, Denver, Iowa 50622 ....

I enjoyed the Summer 1985 issue of ***Comics Collector*** very much, especially the Batman articles. They were filled with interesting tidbits of information and were nicely illustrated (in color!) and presented.

Of all the classic super-heroes, Batman has the most fascinating history and evolution. Good as the article was, I wish it had been longer and more detailed. It seems like Batman's history deserves a book, not a short article.

I especially like reading behind-the-scenes accounts of the creative people and their work that went into the making of *Batman* and his adventures.

My favorite article of the magazine was Carl Cafarelli's "Same Bat-Time, Same Bat-Channel." I was in kindergarten when the *Batman* TV craze hit and vividly remember being infected with a bad case of Batman fever. I nagged my dad into taking me to the movie, which (like the TV show) was a big let-down. But the Batman craze of '66 was heady stuff for this impressionable seven-year-old. There was that neato photo on the cover of *Life*, a series of *Batman* bubble-gum cards with color paintings of awesome action scenes (unfortunately, I have just one of the 44 cards in the series; I used to have them all — talk about a lost childhood!), small rubber replicas of the Batman logo, records, and, of course, the comic books themselves.

It seemed like everyone was talking about Batman. Needless to say, it was this period that turned me into a hard-core Batman freak for life!

I also enjoyed your articles about comics collecting and conventions and Ron Goulart's "Funnies in the '40s" piece. I wish he had said more about Walt Kelly's complex personality. Oftentimes, the creator is at least as fascinating as his creations. Love those color reproductions!

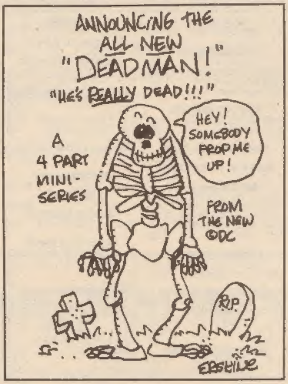
[There are several books on Batman — with one of the best being Michael L. Fleisher's ***The Encyclopedia of Comic Book Heroes****, Vol. 1 (1976, Collier Books).]*

"I have seen *Teenage Mutant Ninja Turtles* on sale for almost twice that price."

....Conrad P. Felber, 1319 Rose Marie Ave., Sudbury, Ont. P3A 4E4 Canada ..

How about an article on the buying and selling of original comic art?

I feel that your price guide does provide a useful purpose and that it should be included in every issue. However, I do have one problem with it: You claim that it is continually updated, and yet some listings which should have obvious changes remain the same, especially when it comes to the price guide for direct-sale comics.



For example, in one of the advertisements featured in ***CC*** #8, *Cerebus* #21 is being sold for $50. Your guide, however, has it priced at a mere $2.50. This is obviously a mistake, even if you ignore that particular ad, because the scarcity of *Cerebus* #21 is a well-known fact and has even been noted recently by *Cerebus* creator Dave Sim in his *Swords of Cerebus* Vol. 6 introduction.

You may not agree that this particular comic book is now worth $50, but I don't think it is worth only $2.50.

The same can be said of most of the other issues of *Cerebus*, and similar arguments can be made about many of the other direct-sales titles — yes, even the first printing of *Teenage Mutant Ninja Turtles* #1, which you have listed at $40, while I have seen it on sale for almost twice that price.

While you're at it, you should also reconsider your *Swamp Thing* listing, which has Alan Moore's first issue as writer (#20) priced at only $2. Quite a bargain, considering most dealers are selling it for up to four times that value.

Trivial points?

Perhaps — but a guide that does not reflect the true prices in the marketplace today is hardly worth including in your otherwise excellent publication. Don't forget, these are supposed to be "up-to-date values," according to your cover blurb.

[To begin with, you must keep in mind that prices vary radically on items from place to place. There are many items which are regionally higher or lower in price, depending on area demand.

What Alex Malloy attempts to offer is an averaging of values around the nation for issues in "near-mint" condition.

In the only other price guide information to come on the market recently, Robert M. Overstreet's ***The Comic Book Price Guide #15****, the "****mint****" value of* ***Swamp Thing*** *#20 is given as only $6. We strongly suspect the value on that issue will increase over the years — especially if collectors begin to invest in comics with outstanding writing as well as outstanding art.*

We were also careful to indicate that the prices on ***Teenage Mutant Ninja Turtles #1*** *were still climbing — and that is still the case. That you find higher prices indicated is hardly surprising.]*

ALTERNATE WORLDS

NEW COMIC BOOK SUBSCRIPTION SERVICE

☆☆☆ WHY OUR PLAN IS THE 1 FOR YOU ☆☆☆

- **WE OFFER A COMPLETE AND ALWAYS UP TO DATE SELECTION INCLUDING ALL OF THE HARD TO FIND DIRECT — SALE AND INDEPENDENTLY PUBLISHED COMICS. WE HAVE IMPORTS TOO!**
- **SUBSCRIBERS RECEIVE A FREE SUBSCRIPTION TO MARVEL AGE AND DC COMING ATTRACTIONS. OUR MONTHLY NEWS PACKET INCLUDES COMING ATTRACTIONS, FROM ALL OTHER PUBLISHERS WHEN AVAILABLE. PREVIEW NEW COMICS BEFORE THEY'RE RELEASED.**
- **ALL ORDERS ARE SHIPPED UPS INSURED FOR FAST, SAFE DELIVERY.**

CAREFUL PACKAGING in custom designed boxes insures that comics arrive in mint condition.

NO PAYMENT NEEDED in advance. A small deposit of $7.00 is all that's required to establish credit with us. (Refundable). You pay for your comics after you get them.

FREE SHIPPING on orders of 30 or more comics a month if shipped monthly, bi-weekly we pay ½ shipping, weekly you pay shipping. Orders for less than 30 comics a month will be sent monthly and you pay only exact UPS charge.

BONUS 10% OFF all purchases from our large selection of back comics for all subscribers.

NOW! 10% OFF COVER PRICE ON ALL COMICS!

MARVEL COMICS
Alpha Flight
Amaz. Spiderman
Avengers
Capt. America
Cloak & Dagger
Conan
Conan the King
Daredevil
Dazzler
Defenders
Dreadstar & Co.
Dr. Strange
Doctor Who
Epic Illustrated
Eternals
Fantastic Four
GI Joe
Incredible Hulk
Indiana Jones
Iron Man
Kull
Marvel Age (news) Free
Marvel Fanfare
Marvel Graphic Novels
Marvel Index Series
Marvel Super Special
Marvel Tales
Micronauts
Moon Knight
New Mutants
Peter Parker
Powerman/Ironfist
Power Pack
Quest Probe
Red Sonja
Rom
Savage Sword of Conan
Savage Tales
Secret Wars II
Sectaurs: Warriors of Symbion
Squadron Supreme
Star Wars
Thing
Thor
Transformers
Vision & Scarlet Witch
Web of Spiderman
West Coast Avengers
X-Factor
X-Men
Any 1st issue (except reprints)
Baxter reprints
Any mini series
Any movie adaptions

EPIC COMICS (by Marvel)
Alien Legion
Black Dragon
Coyote
Dreadstar
Elfquest
Groo
Moonshadow
Sisterhood of Steel
Star Struck
Swashbucklers
Time Spirits
Any 1st issue
Any mini series

STAR COMICS (by Marvel)
Ewoks
Fraggle Rock
Getalong Gang
Heathcliff
Muppet Babies
Peter Porker
Planet Terry
Royal Roy
Strawberry Shortcake
Top Dog
Wally the Wizard
Any 1st issue

DC COMICS
Action
All-Star Squadron
Amethyst
Arion
Batman
Batman & the Outsiders
Best of DC Digest
Blue Devil
DC Challenge
DC Comics Presents
DC Graphic Novels
DC Universe: Crisis on Infinite Earths
Detective
Flash
Fury of Firestorm
GI Combat
Green Lantern
Infinity Inc.
Justice League
Legion (Deluxe Series)
M.A.S.K.
New Teen Titans (Deluxe Series)
Omega Men
Outsiders (Deluxe Series)
Sgt. Rock
Star Trek
Superman
Swamp Thing
Tales of the Legion
Tales of the New Teen Titans
Tex
V
Vigilante
Warlord
Who's Who: The Definitive Directory
Wonder Woman
World's Finest
Any 1st issue (except reprints)
Baxter reprints
Any mini series

FIRST COMICS
American Flagg
Badger
Elric
E-Man
First Graphic Novels
Grimjack
Jon Sable
Nexus
Shatter
Starslayer
Any 1st issue
Any mini series

ECLIPSE COMICS
Alien Encounters
Aztec Ace
Crossfire
DNAgents
Eclipse Graphic Novels
John Bolton's Halls of Horror
Masked Man
Miracle Man
Mr. Monster
Pressbutton
Sabre
Strange Days
Sun Runners
Tales of Terror
Zot
Any 1st issue
Any mini series

ARCHIE COMICS
Katy Keene
Mantech Robot Warriors
Mighty Crusaders
All Archie humor titles
Selected humor titles (send list)

COMICO COMICS
Elementals
Evangeline
Grendel
Mage
Next Man
Any 1st issue

RENEGADE PRESS
Black Zeppelin
Flaming Carrott
Ismet
Journey
Ms. Tree
Neil the Horse
Normalman
Robotech Masters
Robotech, The Macross Saga
Robotech, The New Generation
Valentino
Woodsmith
Any 1st issue

AARDVARK-VANAHEIM COMICS
Cerebus
Cerebus Jam
Swords of Cerebus

EAGLE COMICS
Judge Dredd
Any 1st issue

FANTAGRAPHICS COMICS
Dalgoda
Hugo
Journey
Love & Rockets
Nemo

KITCHEN SINK COMICS
Megaton Man
Spirit
Steve Canyon
Will Eisner's Quarterly

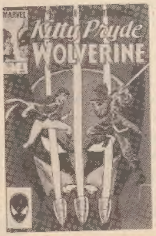
OTHER COMICS INDEPENDENT PUBLISHERS
A Distant Soil
Amazing Pulp Comics
Code Name: Danger
Crimson Dreams
Dave Cockrom's Futurians
Cutey Bunny
Echo of Future Past
Femforce
First Kingdom
Fugitoid
Just Imagine
Kelvin Mace
Megalith
Mr. X
Myth Adventures
Pogo
Post Bros.
Probe
Quest Presents
Sentinels of Justice
Shadow Star
Shurikan
Southern Knights
Stig's Inferno
Tales of T.H.U.N.D.E.R.
Teenage Ninja Mutant Turtles
Thunder Bunny
Vortex
Wally Wood's Thunder Agents
Zero Patrol
Any 1st issue less than $1.50
Any 1st issue less than $3.00
Any 1st issue less than $5.00

FAN MAGAZINES
Amazing Heroes
Bondage (James Bond)
Comic Book Price Guide #15/Spring '85 $10.95
Guide Update $2.95
#5 Fall '85
Comics Collector
Comics Feature
Comics Interview
Comics Journal
Comics Review (strips)
Daredevils
Enterprise (Trek)
Fantasy Empire (Dr. Who)
Locus
Monsterland
Prevue
SF Movieman
SF TV
Twilight Zone

FILM & SPECIAL EFFECTS
Cinefantastique
Cinefex
Cinemagic
Fangoria
Fantastic Films
Starlog

IMPORTS
Captain Britain
Dr. Who Monthly
Dr. Who PB's (new releases)
Eagle Weekly
Halls of Horror
Space Voyager
Starburst
2000 A.D. Weekly
Warrior
007 (Bond)

Elementals

Marvel
The Amazing Spider-Man


CREDIT CARD CUSTOMERS — PHONE YOUR ORDER IN TODAY (301) 795-5510

HERE'S HOW TO ORDER

Mark off each title that you buy every month with the number of copies you want of that title. Specify the issue # you wish to start with. You may change your list at any time. Minimum order is 10 books per month. Your order will be confirmed upon receipt.

SEND TO: ALTERNATE WORLDS
6017 Snowdens Run Rd. — Dept. K-9
Sykesville, MD 21784

I enclose $7.00 security deposit with my order. Please print clearly.

NAME ______________________
ADDRESS ______________________
CITY __________ **STATE** __________ **ZIP** __________
PHONE: WORK __________ **HOME** __________

JOIN THE GROWING FAMILY OF SATISFIED COLLECTORS THAT GET THEIR COMICS FROM ALTERNATE WORLDS. THE RIGHT BOOKS, MINT CONDITION, ON TIME, EVERYTIME . . . WE GUARANTEE IT!

REVIEW

NOW YOU CAN COLLECT 'DANGERMOUSE'

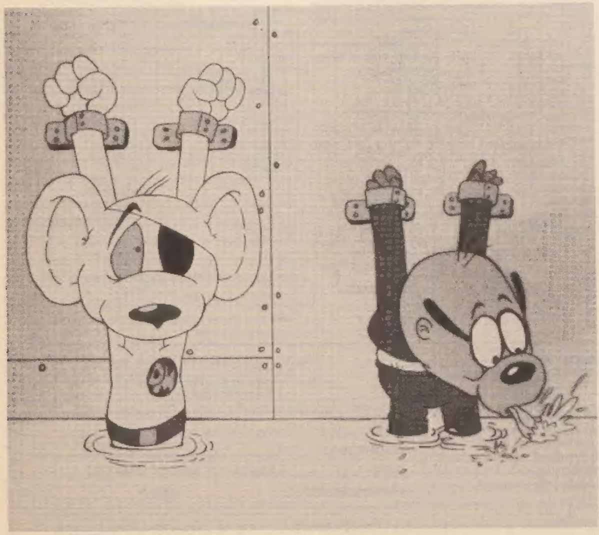
***Dangermouse*, Cassettes 1, 2, and 3.** *Thorn EMI, 1370 Avenue of the Americas, New York, NY 10019, 1984. $29.95 each.*

By Kim Metzger

You say you're interested in seeing the adventures of the White Wonder and Penfold, but there's just one little problem: You don't get Nickelodeon? If you have a VCR, your worries are over. Thorn EMI has released three *Dangermouse* videocassettes in America.

Even if you *do* receive Nickelodeon, you might want to pick up these videocassettes, because they present the cartoons as they originally appeared in England. Some segments were cut on cable; they've been restored on the cassette, and Stilleto retains his Italian accent. (To my mind, he sounds a lot like Chico Marx, which adds to the ridiculousness of his character.)

What adventures are on these cassettes? The first one has "Custard," in which Baron Greenback threatens to drown the world in dessert; "Close Encounters of the Absurd Kind," wherein DM tangles with aliens; "The Bad Luck Eye of the Little Yellow God" (one of the best titles I've come across in ages), the source of endless pitfalls for our heroes; and "The Trouble with Ghosts," which has Greenback tricking the intrepid pair into spending the night in a haunted castle.



© 1985 Thames Television

Penfold tries a desperate tactic to save himself and Dangermouse from the threat of "Custard," one of the stories on the first ***Dangermouse*** *videocassette.*

On Cassette #2 is "The Oddball Runaround," which concerns Dangermouse's efforts to retrieve a football containing vital secrets from the clutches of Baron Greenback and "The Return of Count Duckula," in which DM is pitted against (you guessed it) a vampire duck. It closes with "Public Enemy," my favorite of the longer adventures, with Dangermouse losing his memory and being tricked by Greenback into thinking he's a criminal. DM then goes on to rob and plunder only *too* well. (Although the package for this tape advertises a fourth adventure, "Who Stole the Bagpipes?" that episode was not on the copy I received.)

On Cassette #3: "Chicken Run," concerns Greenback's plot to create giant chickens. "The Four Tasks of Dangermouse" sends Dangermouse gathering the ingredients to a special formula for Greenback. (If he fails, Penfold will die.) It's in "The Four Tasks" that DM meets Count Duckula for the first time. "Planet of the Cats," a *Planet of the Apes* take-off, sends DM and Penfold into the future, where earth is run by cats. "The Dream Machine" — a nightmare for our heroes — rounds out the adventures on the third tape.

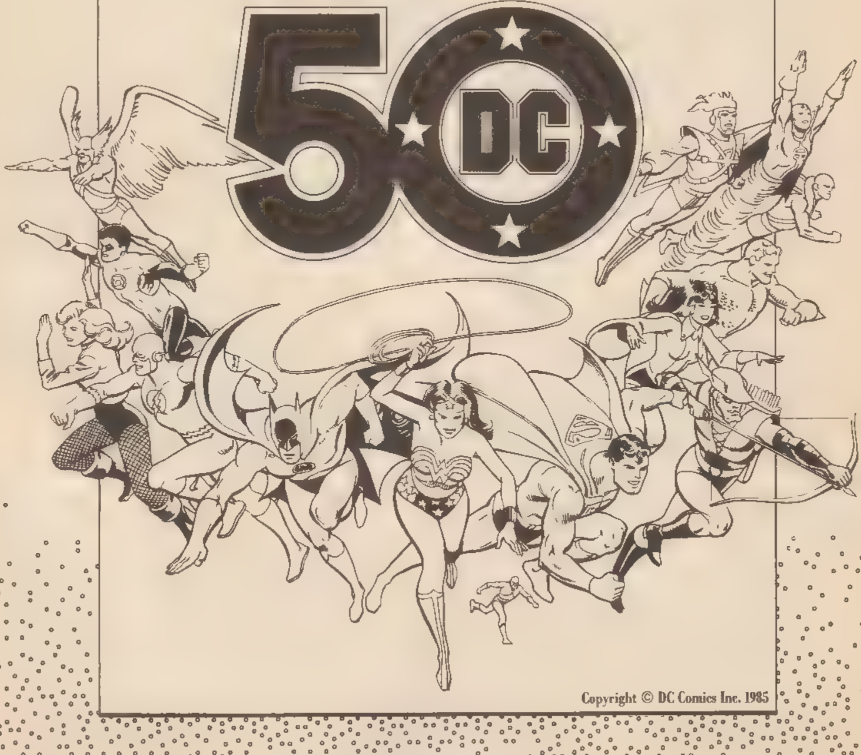
Each tape is of high quality, both in terms of picture and sound. In fact, the first two are marked as being recorded in hi-fi. The first two also have special "intermissions" between each cartoon, during which the announcer is given a few minutes to shine — and shine he does, whether it's to ask if anyone knows where his bicycle is or to fend off an attack from Nero, Greenback's pet caterpillar. The third cassette, alas, has only one of these intermissions. The reduction is a sad mistake, in my view.

In all, however, these videocassettes are definitely worth their cost and will provide hours of enjoyment to young and old alike.

So when's the fourth in the series coming out?

YOU'RE INVITED

Join us in celebrating 50 years of great DC comics
—from Superman to Swamp Thing,
from Batman to Blue Devil. Free posters, comics,
prizes and cake! Look for a 50th Anniversary party
at your favorite comic book store!



Copyright © DC Comics Inc. 1985

— WHOLESALE!!! —
— RETAIL!!! —

EXCERPT

FROM THE MOST SPECTACULAR & BIZARRE DISCOUNT CATALOGUE AT LARGE TODAY

ELEMENTALS

1 $10 00 (10 or more: $7.50 @); 2-3
.... $2.25 (10 or more. $1 50@)
JUSTICE MACHINE ANN. 1 .... $9.50 (10 or more: $7.50@)
Elementals prices good through Sept. 15 — after that, call or write

COMICS FOR A BUCK

80% VF-NM unless otherwise noted

Action 449 499, 501 up; **Adventure** 425 up, **Amazing Spiderman** 162-180 F, 181 249, **Alien Worlds** 1-6; **Avengers** 191-249; **Brave & Bold** 118-148, 150 up; **Capt. America** 181-247, 251 up, **Capt. Marvel** 35-62, **Conan** 59 up, **Daredevil** 174-181 F, 182 up; **DC Presents** 7-12, 14-25, 27-51, 53 up, **Defenders** 55 124, 127 up, **Detective** 484 up, **Dreadstar** 2-8, 10-14, Ann 1, **Fantastic Four** 212-13, 215-217, 222-231, 233-35, **Howard The Duck** 3 31; (Mag) 1-8; **Hulk** 183 up; **Jon Sable** 6 up, **Judge Dredd** 6 up; **Judge Child Mini Series** 1-5; **X-Men** 142-150 F, etc. etc.

GET THE IDEA? 80% OF THE BOOKS OF THE LAST 10 YEARS APPEAR ON OUR BOOKS FOR A BUCK LISTS AND 70% OF THESE CAN BE DISCOUNTED TO 70¢!!!!

BOOKS BY THE CASE, BY THE HUNDRED, ETC.

First price is per copy, second is per 10 copies, third is per 100 copies.

COMPLETE LIST ACCOMPANIES ALL ORDERS

AVENGERS
Ann 10 (Golden X-Men) 1 00/ 75/ 60
Case of 200 .... 100.00
200 ...... 1 00/ 75/.60
Case of 200 .... 100.00

ALIEN WORLDS
1 .... 1.00/ 90/ 80
Case of 200 140.00

BIZARRE ADVENTURES
27 (X-Men) 1.50/1.20/.90
Case of 150 .. .. 100.00
28 (Miller, Adams, Pini) 1 50 1 20 90
Case of 150 100 00

X-MEN
150 .... 2.00/1 50/1.00
Case of 200 .... 160.00
Ann 5 1 50 1 25/ 90
Case of 200 .. 150.00

JUDGE DREDD
2 1 50 1 25 90
Case of 300 210 00
3, 4 1 25 90, 80
Case of 300 180 00
6-9 1 00 80 65

Case of 300 .... 150.00

EPIC
1 .... 1 50/1.25/1.00
7 (Adams) 1 50/1.25/1.00

VAMPIRELLA
2 ($20.00 in Guide) 3 50/2.75/2.25
Case of 150 .... 300.00

WARRIOR
(The British Monthly Alan Moore, Mavel Mad etc.)
2 .... 1 50, 1 00, 75
3-7 .. 1 25 90, .65

CONAN
100 1 00 90, 75
Case of 200 .... 120.00

TEEN TITANS
(1980 Series)
12 2 00/1 50/1 00
13 2 00/1 50, 1 00
14 .... 1 50/1 25/ 90
(Case of 300: $225 00)
15-18 .... 1.25/1 00/ 75
(Case of 300: $150 00)

MOON KNIGHT
(1st Series)
1 .... 2.00/1.20/1 00
Case of 300 .... 270.00

PACIFIC PRESENTS
2 (Dave Stevens Rocketeer) 1.00/.80/.60
Case of 300 .... 120 00

SPIDERMAN
200 1 00/ 85/ 75
Case of 200 120.00

[illegible] 2000
($2.95 cvr Byrne) 2 00/1 50/1 25
Case of 150 .... 150 00

DARDEVIL
174 ... 3.00/2.25/1.75
Case of 300 .. .. 375.00
175-181 ... 1 50 1 25 90
Case of 300 225 00
182-188 1 00/ 80 65
Case of 300 150 00

JUDGE CHILD
1 .... . 1 00/ 90 80
Case of 200 120.00

POSTAGE & HANDLING

Orders under $10 00, add $1 75, over $10 00 add $1,.50 plus 2¢ per comic, 4¢ per magazine, 10¢ per book, 25¢ per portfolio.

- Canadian orders multiply US rates x 1½
- Overseas orders multiply US rates x 2
- For Insurance (U S. only)
  0-$100 add $1 00
  101 $200 add $2.00, etc. etc.
- For UPS, add $1 00 to U.S. rate
- COD via UPS, ignore all formulas — you will be charged exact shipping plus 50¢ handling charges. UPS COD will be cash only
- For First Class: $1 50 plus 35¢ per comic; overseas multiply by 2½ — Not responsible for typos

CLASSICS OF COMIC ART

1ST PRICE IS PER SINGLE COPY, 2ND PRICE IS FOR 3 OR MORE

ART OF JOHN BYRNE
Still - Byrne document 25 page story, checklist, full color centerfold ($5 95 cover) 4.00/2.50

ART OF AL WILLIAMSON
The most spectacular survey of an artist ever published, endless artwork; interviews with Frazetta, George Lucas, checklist (132 pages - $7.95 cvr) 4 50/2 50

ART OF JOHN BUSCEMA
($3 00 cvr) 2.25/1.25

R. CRUMB CHECKLIST
Spectacular, it even includes T-shirts - softbound ($10.95 cvr) ...4 50/2.50
Hardbound ($39 95 cvr) 17.50/10.00

BARKS BEAR BOOK
All 33 non-Disney Barks stories reprinted ($40.00 cvr) 17 50/10.00

MILT CANIFF: REMBRANDT OF THE COMIC STRIP
Surveys by Rick Marshall, J.P. Adams, article & lots of art by Caniff himself (1981 - $6 95 cvr) 4 00/3 00

BRICK BRADFORD IN THE FORTRESS OF FEAR
Dailies, 1/8/38 - 2/11/39 hardbound ($15.00 cvr) 10.00/6.50
Softbound 7.00/4 00

SKY MASTERS OF THE SPACE FORCE
120 dailies of the classic Kirby/Wood strip (Comic Art Showcase #1 - 1980; $5 00 cvr) 3.50/1 50

SQUATRONT
The classic EC Fanzine 3 ... ... 4 50/3 00
7, 8 .... 3 00/2.00

PRICE GUIDES, ETC.

1ST PRICE IS PER ONE, 2ND IS FOR 3 OR MORE

OVERSTREET - 1978 5.00/3.00; 1979 4.50/3.00; 1980 4 50/3 00;1982 . ... 3 50/2.25

OFFICIAL UNDERGROUND AND NEW WAVE COMIX PRICE GUIDE 1982 (still the only edition) softcvr ($9.95 cvr) 5.00/2.50; hardbound ($14 95 cvr) 8.00/4.00

PAPERBACK PRICE GUIDE - (Hancer - 1st Ed) 3 50/2 00

CARD COLLECTOR'S PRICE GUIDE (Magnacon - 79; Sports & Non-Sports, $8 95 cvr) 2 75/1.50

PAPERBACK U.S.A. - Graphic History, 1939 1959 Piet Schreuder ($10 95 cvr) 5 00/3 00

FANTACO CHRONICLES If it was a book, it would be $9 95; great reference work on all 60's-80's titles ($2 50 cvr) 1.50/1 00

PORTFOLIOS

Largest Selection Of
Discounted Limited Edition
Portfolios Anywhere, Ever

CLASSICS: LONG RUNNING COMIC & FILM MAGAZINE TITLES

1ST PRICE IS PER ONE, 2ND IS FOR 3 OR MORE OF THE SAME ISSUE

CREEPY
1 ... 2 50/1 50
6-9, 12 31 . 2 00/1 00
43 110 114-145 1 75 90

EERIE
1 $90 00 2 2 50 1 50
4-6. 8-16 2 00 1.25
18-132 . 1 75, 90

VAMPIRELLA
2, 4, 6-8 5 00, 2.50
12, 13, 15, 17-20 3 50/1 75
21 40 2.50
41 110 2.00/1 00

FAMOUS MONSTERS
41 50 .. 3 50 2 00
140-162 2 75. 1 75
163 190 2 00 1 25

STARLOG
12 22, 24 2 50/1 50
25-56 ... 2 00/1 35

FUTURE
2-29 . . 1 50/ 60

FANTASTIC FILMS
1 4-7 2 50 1 25
9-17, 20-23 2 00/1 00

SPIRIT
2, 4-9, 11 17 2 00/1 40

COMPLETE LISTS ACCOMPANY ALL ORDERS

(SPECIFY AREAS OF INTEREST): 1) GOLD & SILVER AGE - CONSTANTLY UPDATED, 1000's OF LISTINGS 2) BACK DATE FILM MAGS 3) MARVELS/DC/BOOKS FOR A BUCK 4) CLASSICS OF COMIC ART - OUT OF PRINT BOOKS AND MAGS REPRINTING WORK BY THE MASTERS 5) UNDERGROUNDS 6) HARVEY/ARCHIE 7) BACK-DATE FANZINES, MISC. PUBLICATIONS 8) COMING: GAMES, PAPERBACKS (40's, 50's) 9) ETC., ETC.???

OVER 1,000,000 ITEMS IN STOCK

DEALERS, INVESTORS WE WHOLESALE!!

CONSTANT SPECIALS, FREEBIES
(LET US ADD SOMETHING EXTRA TO YOUR ORDER)

JOSEPH & PETER KOCH

1716 Central Ave.
Yonkers, NY 10710

(914-793-3676)

HISTORY IN THE MAKING!

IT ALL STARTED . . .

— when Dr. Phineas Horton created the original Human Torch in 1939!
— when Thor, Iron Man, Ant-Man, the Wasp and the Hulk banded together as the Avengers!
— when Simon Williams became the ionically-powered Wonder Man and sacrificed his life to save the Avengers!
— when the robotic Ultron rebuilt the original Human Torch, making him into the Vision!
— when the Vision and the Scarlet Witch were married in defiance of the "normal world"!
— when the Black Talon revived Wonder Man — with more power than ever before!
— when the Vision created the *West Coast* Avengers to help in the battle for justice.

TODAY IT CONTINUES!

The West Coast Avengers determined to fill out their roster, are searching for a sixth member! The Vision and the Scarlet Witch are living a peaceful life in suburbia, looking forward to settling down . . . and starting a family! But sinister forces have gathered — forces that threaten the Vision, the Scarlet Witch, and the West Coast Avengers!

WHERE WILL IT END?

It's a story that began in the very first Marvel comic . . . and continues in . . . THE WEST COAST AVENGERS and VISION AND THE SCARLET WITCH. The first two issues of both combine to form one 122-page epic debut, bringing together more than 45 years of comics history — and hurling it full force into the future!

HAWKEYE
MOCKINGBIRD
IRON MAN
TIGRA
WONDER MAN
VISION
SCARLET WITCH
ULTRON
GRIM REAPER
NEKRA

The West Coast Avengers

TWO
Titanic
Titles!
One
Colossal
EPIC!

VISION
and the Scarlet Witch

A Twelve Part Limited Series

By Steve Englehart,
Al Milgrom and
Joe Sinnott

MARVEL®

By Steve Englehart,
Richard Howell and
Andy Mushynsky

All Characters TM & © 1985 Marvel Comics Group Copyright © 1985 Marvel Comics Group, a division of Cadence Industries Corporation All rights reserved

GUARANTEED LOWEST PRICES

(see bottom of page)

TERMS:

All comics are NM/M unless otherwise noted, individually bagged (except for sets, which are bagged as sets), and protected by cardboard when shipped. **NO MINIMUM ORDER,** but add $2.50 ($3.50 Canada) on all orders for shipping. If convenient, please enclose a SASE and/or your phone number so that we may inform you of the status of your order. Orders paid by money order will receive preferential treatment; orders paid by check may be delayed up to 14 working days. Phone orders and inquiries welcome.

PRICES GOOD UNTIL 10/15/85

ALPHA FLIGHT

1, 12	2.00
2-11	1.50
13-23	1.00
24 Giant Size	1.25
25-27, 29 up	65
28 Secret War II tie-in	75

AMAZING SPIDER-MAN

252	4.50
252 FI	2.75
251, 253, 254	1.25
255-258	1.00
259-267	75
268 Secret Wars II tie-in	1.00
269-272	65
Set (252-258) black costume	8.00
Annual 18, 19	1.25
Index 1 up	1.25

AMBUSH BUG

1-4	90
Set (1-4)	3.00
Action 560	90
DC Comics Presents 81	90

BATMAN JON SABLE

1 Art by Mike Grell	**

CLOAK AND DAGGER

Limited series set (1-4)	4.00
1 New series	1.00
2, 3, 5	75
4, 6 up	65

CRISIS ON INFINITE EARTHS

1-3	1.50
4-6	1.00
7 Death of Supergirl, $1.25 cover	1.25
8 up	cover price
Tie-ins. Losers Special, Flash 350, Omega Men 25, Teen Titans 13, 14; DC Comics Presents 87; Infinity Inc. 20; JLA Annual 3; each	1.50
DC Comics Presents 86; Superman 412, 413, Blue Devil 17, 18; All Star Squadron 50, 51; Firestorm 41; Green Lantern 194, each	.90

DAREDEVIL

181 Death of Elektra	2.50
182-189	75
190 Resurrection of Elektra	1.25
223 Secret Wars II tie in	1.00

DAZZLER

1, 38 X-Men	1.25
40 Secret Wars II tie in	75

DC CHALLENGE

1 up	1.25

DC COMICS PRESENTS

26 First appearance of the New Teen Titans	10.00

FANTASTIC FOUR

200 VF/NM	3.00
232 Byrne begins	2.50
233-235, 237-249	1.25
236, 250 Giant-Size, SALE	1.00
251-264	1.00
265 She Hulk joins	1.25
266-281, 285	75
282 Secret Wars II tie-in	1.00
283, 284, 286 up	.65
Annual 17-19	1.25
Index 1 up	1.25

G.I. JOE

35 up	1.00
Yearbook 1	2.00

KITTY PRYDE AND WOLVERINE

1-6	1.25
Set (1-6)	5.00

KREE/SKRULL WARS

Set (1, 2) Reprints Avengers 93-97	4.50

MARVEL FANFARE

1	8.00
2	9.00
3, 4 X Men	4.50
15 Thing by Barry Smith	2.00
18 Captain America by Miller	1.75
19 Cloak & Dagger	2.25
21 Hulk vs. Thing	1.50

MARVEL TEAM-UP

100 Byrne and Miller art	3.50
141 New Costume	1.00
145, 147-149	75
150 X-Men	1.50
Annual 6 Cloak & Dagger, New Mutants	1.75
Annual 7 Alpha Flight	1.25

MARVEL UNIVERSE

7-9	2.50
10-12	2.00
13-15	1.50

MARVEL UNIVERSE (Deluxe Edition)

1 up	**

MOON KNIGHT

1	2.50
35 X-Men, Fantastic Four	1.25
1 New series. $1.25 cover	1.50
2-4	75
5 up	.65

NEW MUTANTS

1	2.50
2-5	1.50
6-17	1.25
18 First Sienkiewicz art, SALE	75
19, 20, 22-30	75
21 $1 cover, SALE	75
31 up	65
Annual 1	1.25
Special 1	2.00

NEW MUTANTS GRAPHIC NOVEL

"The Hills are Alive" art by Berni Wrightson	**

PETER PARKER

64 First Cloak & Dagger	8.00
69, 70 Cloak & Dagger	4.00
95, 96 Cloak & Dagger	1.00
100 $1 cover	1.00

POWER PACK

2-4	1.00
5-16, 18	75
17, 19 up	65

SECRET WARS

1	2.50
2	2.00
3-5, 8, 12	1.50
6, 7, 9-11	1.25
Set (1-12)	14.00
Set (1-3) 2nd printing	2.50

SECRET WARS II

1	1.25
2-4	1.00
5 up	75
Set (1-4)	3.50
Tie-ins. Capt. America 308; X-Men 196; Iron Man 197; Web of Spider Man 6; Amazing Spider-Man 268, Fantastic Four 282, Daredevil 223, Hulk 312; Avengers 260; each	1.00
New Mutants 30, Dazzler 40, Alpha Flight 28, Rom 72, Avengers 261, Thing 30, Dr Strange 74, Fantastic Four 285, Power Man 121, Cloak & Dagger 5; Power Pack 18, Micronauts 16, Thor 363; New Mutants 36; Amazing Spider-Man 273 each	.75

SHATTER

1 Frist printing	3.00

SUPERMAN

400 Byrne, Miller, etc.	2.50

TEEN TITANS

1	17.50
1 VF	15.00
12-15	2.50
16-27	1.50
28-41	1.25
42-44 Judas Contract	1.50
45-49, 51-59	1.00
50 Wonder Girl gets married	1.25
Annual 1, 2	2.00
Annual 3 Death of Terra	2.50
Set (42-44, Ann. 3) Judas Contract	6.00

TEEN TITANS (1984)

1	4.50
2-5	2.00
6-12	1.50
13, 14 Crisis tie-in	1.50
15 up	1.25

THOR

337	5.00
337 FI/VF	3.00
338	2.00
339, 340	1.25
341-360, 363	75
361, 362, 364 up	65
Set (337-340) Beta Ray Bill	8.00

WEB OF SPIDER-MAN

1	1.25
2-6	1.00
7 up	65
Annual 1	1.25

WEST COAST AVENGERS

1, 2 Limited series	2.00
Set (1-4)	5.00
1 New series	1.25
2 up	65

WHAT IF?

27 Phoenix lives	3.00
35 Elektra lives	1.25

WHO'S WHO (DC Universe)

1	1.50
2-8	1.25
9 up	1.00
Set (1-8)	8.00

WOLVERINE

1 SALE	2.00
Set (1-4)	8.00

X-MEN

129 First Kitty Pryde	10.00
135-138	7.00
139, 140 Alpha Flight	8.00
141, 142 Future X-Men	4.00
143 Last Byrne	3.00
144-149	2.25
150 Giant Size, SALE	1.25
151-164, 167-171	2.00
165, 166 Paul Smith art begins	2.50
172-185	1.50
186 $1 cover price	90
187-192, 196	1.00
193 100th appearance of the New X-Men	1.25
194, 195, 197	75
198, 199, 201 up	65
200 Available in August	1.25
Annual 5 Fantastic Four, SALE	1.25
Annual 6 Sienkiewicz	1.00
Annual 7-9	1.25
Obnoxio vs. X-Men	1.00
Special Edition 1 Reprints GS X-Men #1	2.50

X-MEN/ALPHA FLIGHT

1, 2	**

X-MEN/TEEN TITANS

1 Simonson art	2.50

LIMITED SERIES (Set 1-4)

Iceman	4.00
Machine Man	4.00
Magik	4.00
Red Tornado	4.00
Transformers (1-3 only)	3.00
Vision/Scarlet Witch	4.00
X-Men/Micronauts	4.00

3-Mil Plastic Bags (per 100)

100	4.50
200-400	4.00
500 up	3.50

Add 50¢ per 100 on Canadian orders or when ordering only bags.

** - Scheduled to be published. Write or call for availability and prices. Special discounts given on pre-publication orders.

OUR GUARANTEEE:

We will match any single copy price in this issue of the COMICS COLLECTOR for in-stock items of comparable quality. If you see a lower price anywhere this issue, simply substitute that price for ours and indicate you have done so on your order.

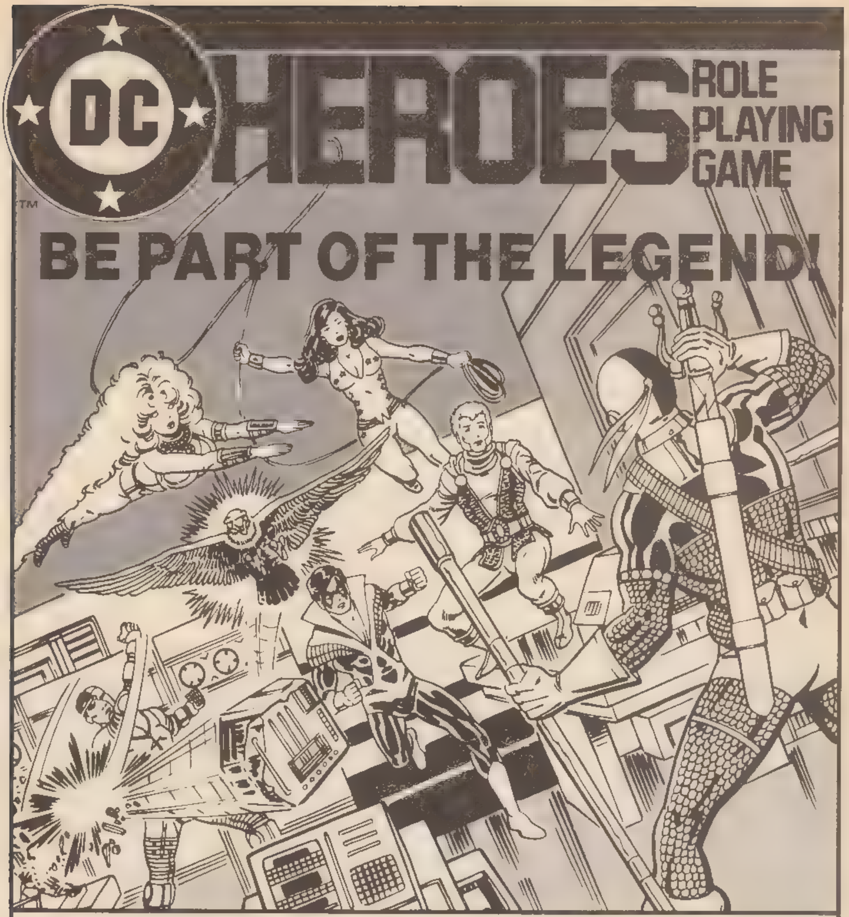
DISCOUNT SCHEDULE:

If your comic total is:	Your discount is:
$25-$49.99	[illegible]
$50-$74.99	[illegible]
$75-$149.99	[illegible]
$150+	20%

The above figures are based on the portion of your order we are able to fill. Listing alternates equalling at least 50% of your order total will guarantee your discount, but any alternates will increase the probability of receiving your perceived discount. Alternates are used only when absolutely necessary. Please do not list as alternates items already contained in your original order. Plastic bags may be listed as alternates and do count toward your discountable total.

SHOWCASE ENTERPRISES

P.O. Box 92385 - Dept. CC5
Lafayette, LA 70509
(318) 237-8607



DC HEROES ROLE PLAYING GAME

TM

BE PART OF THE LEGEND!

Fly, swing, blast walls, cast spells, or save the world in the *DC Heroes Role Playing Game.*

Based on the world's most renowned heroes, this concise, easy to learn system allows you to play Batman™, Superman™, Wonder Woman™, The Teen Titans™, or design your own hero or heroine.

Balance powers, problems, and amazing devices against the Joker™, Lex Luthor™, or the H.I.V.E.™ as you portray any of the legendary heroes during some of their most incredible adventures.

™ Indicates Trademark of DC Comics Inc. All character names, renditions, associated slogans, and indicia are Trademarks of DC Comics Inc. Copyright © 1985 DC Comics Inc. All Rights Reserved. * Shield logo is a trademark of Mayfair Games.

MASTER SET INCLUDES:

- ★ Quick Start Rules.
- ★ Teen Titan's™ Adventure.
- ★ Player's Book.
- ★ Gamemaster's Book.
- ★ Solitaire Adventure.
- ★ Gamemaster Screen.
- ★ 30 color character cards.
- ★ Over 20 stand-up color counters.
- ★ 2 ten-sided dice.

* For more information write:
Mayfair Games ★ P.O. Box 5987
Chicago, IL ★ 60680

PRISTINE MINT

Books are Pristine Mint All books will be individually packaged in a Mylite acid free bag with an acid free backer board Multiple copies on all titles Order with confidence all orders guaranteed Orders paid by money orders only Payable to Charles Cavallo Books will be shipped immediately Please add $2.50 for postage and handling Canada orders — U.S. Funds only, Canadian orders add $4.00 (U.S.) for postage and handling. No Collect Calls!!

CHARLES CAVALLO
Dept. C
1796 East 92nd St.
Brooklyn, NY 11236
718-763-7475

ALIEN WORLDS
#1 2.00
2-8 1.50

ALPHA FLIGHT
#1, Byrne 2 12 2.50
3-11 2.00
13-25 1.50

AMERICAN FLAGG
#1 4.50
2-4 3.00
5-12 2.25
13-25 1.75

AMAZING SPIDERMAN
#123-160 253-255 2.25
161 162 (Night Crawler), 203 (2nd Dazzler) 3.25
252 (New Costume) 4.50
163-170 171-188 206 (Byrne), 268 (Sec Wars II) 1.75
189, 190 (Byrne) 200, 238 (1st Hobgoblin) 2.75
191-199, 201, 202, 204, 205 207-237 239 251 256-268 (Sec Wars II) 1.25

SPIDERMAN & HULK
Chicago Tribune Special (Giveaway) 4.00
Columbus Dispatch (Giveaway) 3.00
Dallas Times (Giveaway)

AVENGERS
#1-92 Inquire
93 Adams 40.00
95, 96 Adams 25.00
98, 99 Smith 15.00
100 Smith 30.00
101-111 Inquire
113-119 121-130 134 135 3.50
164-166 (Byrne) 112 120 4.50
167-180 2.25
181-191 (Byrne) 3.00
192-202 2.00
203-260 (Sec Wars II) 1.25

BATMAN AND THE OUTSIDERS
#1 3.00
2-4 5 Teen Titans, Annual #1 2.00
6-10 1.25
11-20 1.00

CAMELOT
#1 4.50
2-6 2.50
7-12 1.50
Complete Set 20.00

CAPTAIN VICTORY
#1 1.50
2 3 Ms Mystic, Adams 1.25
4-10 1.00

CHAMPIONS
#1 5.00
2-5 2.50
6-10, 16 (#6 Kirby) 2.00
11-15 17 Byrne 3.50

CLOAK AND DAGGER NEW SERIES
#1 1.25
2 up 1.00

CRISIS INF EARTHS
#1 2.00
2-7 1.50

CONAN THE BARBARIAN
#1-25 Inquire
26-30 4.25
44 45 (Adams), 58, 100 (Death of Belit) 3.00
37 (Adams) 5.00
41-43, 46-57, 59, 60, 115 2.25
61-99 1.50
101-114 116-170 1.25
Giant Size 1 2 4.50
Giant Size 3-5 2.75
King Size 1 7.00
Annual 2 3.25
Annual 3-9 2.25

DAREDEVIL
#158 Miller Art Begins 35.00
159, 168 Intro Elektra 20.00
160, 161 12.00
162 4.00
163, 164 (163-Hulk, 164 Origin) 165-170 (169 Elektra) 8.50
171-175 5.00
176-180 3.50
181 3.00
182-191 196 (Wolverine) 2.00
192-195, 197-210 1.50
211-223 (Sec Wars II) 1.25
Giant Size 1 2.50
Special 1 3.50
Special 2 3 Annual 4 2.50
Dare Devil Chronicles 2.00

DC GRAPHIC NOVEL
#1 Star Raiders 6.00
2 Warlords 6.00

DC UNIVERSE (Who's Who)
#1 2.00
2-6 1.25

DNAGENTS
#1 2.50
2-7 (#4 amber begins) 1.50

DREADSTAR (All Starlin)
#1 4.00
2-5 3.00
6-10 2.50
11-16 2.00
Annual 1 3.50

ELEMENTALS
#1 8.75
2 5.00
3 3.50
4 up 1.75

ELFQUEST (Marvel)
#1 1.50
2-4 1.25

FANTASTIC FOUR
#217 (Dazzler app.) 3.50
232 Byrne Begins 3.00
233-250 2.25
251 260 1.50
261-281 (282 Sec Wars II) 1.25

FIRESTORM
#24 (Blue Devil insert) 2.00

FLASH
#289-299 301-304 1.50
300, 305 Back page ad, Dr Fate, Giffen 2.00
306 Giffen, Dr Fate 3.50
307-313 All Giffen 2.50

FLINTSTONES AT THE N.Y. WORLDS FAIR
4.00

G.I. JOE
#1 3-5 6 8 10.00
7 9 10 7.50
11 12, 14-16 5.00
17, 18 3.50
19 (2nd printing) 1.50
24 3.00
28-33 2.00
34 up 1.25
Yearbook 3.00

GREEN LANTERN
#90-99 Mike Grell, 160, 161 Omega Men App 2.25
100 1st New Air Wave 3.00
101-135 150 1.50
136, 137 1st App. Citadel 2.75
138-140, 145-149, 151-159, 162 up 1.25
141 1st Omega 10.00
142, 143 6.00
144 3.00
Complete Set 21.00

GROO (Pacific)
#1 2 2.50
3-6 1.50

INFINITY INC
#1 2.50
2-4 1.75

IRONMAN
#1-50 Inquire
51 52, 54, 57-67 69, 70, 86, 87 2.25
53, 68, 119, 120, 123-128, 159 (P Smith), 169-172 (New Iron Man) 3.50
55 56, 100 Starlin, 118 Byrne 4.50
71-85 88-99, 101-117 150 1.75
121 122 129-149 151-158 160 161 162 168 173 (197 Sec Wars II) 1.25

JON SABLE, Freelance Mike Grell
#1 4.00
2-6 3.00
7-20 1.75

JUDGE DREDD
#1 Bolland 4.00
2-4 3.00
5-10 1.75
11-18 1.25

KITTY AND WOLVERINE (Mini-series)
#1 1.75
2-6 1.25
Complete Set 7.00

LEGION (BAXTER)
#1 3.25
2-5 2.25
6-12 1.75

LEGION OF SUPER HEROES
#259 (Superboy leaves) 6.00
260-270, 300 3.00
271-284, 291-294, (293 16 pg. insert Masters of Univ.) 2.50
285 (Giffen starts) 287 7.00
286 4.50
288-290 3.50
295-299 304 (Karate Kid 298 (16 pg insert Amethyst) 2.25
301-303, 305 1.75
306-313 1.50
Annual 1 4.00
Annual 2 Karate Kid & Princess Projecta Wed 2.50

MAGIK (ILLYANA & STORM Mini-Series)
#1 2.00
2-4 1.75
Complete Set 6.50

MARVEL FANFARE
#1 10.00
2 12.00
3 4 7.50
5 5.00
6-13, 15 2.50
14, 16, 17 2.00

MARVEL GRAPHIC NOVEL
(all first editions)
#1 (Death Captain Marvel) 35.00
3 (Dreadstar, Starlin) 9.00
4 New Mutants, Origin & 1st app 11.00
5 X-Men 11.00
6-11 7.00
12 (Dazzler) 8.00

MARVEL TEAM-UP
1-10 Inquire
11-20 3.00
21-40, 89 (Nightcrawler), 117 (Wolverine) 2.25
41-52 56-58 71, 73, 76-78, 80-88, 90-99 1.50
53 10.00
54, 55 59, 60, 75, 79 4.50
61-70 3.50
100 Fant 4 (Double Size) Origin story, X-Men x-over Mile Byrne intro & 1st App Karma, New Mutants 4.50
101-116, 118-150 1.25
Annual 1 10.00
2-5, 7 2.50
6 (New Mutants, Cloak & Dagger app.) 3.00

MICRONAUTS
#1 5.00
2-5 3.00
6-10 2.50
11-20 2.00
21-30, 50 1.50
31-34, 41-47, 49 up 1.25
35, 36, 39, 40, 48 (#36 Giffen) (#48 Guice Begins) 2.00
37 X-Man app. Giffen 3.00
38 1st direct sale 3.25
Annual #1 (Ditko) 2.25
2 (Ditko) 1.75

MOON KNIGHT
#1 Origin 15 1st Direct Sale — Miller 3.00
3-6 16, 25 2.25
7-14 17-24 35 X Men App 2.00
26-34 36 up 1.00

NEW MUTANTS
#1 3.50
2, 3 2.25
4-10, 30 Sec Wars II 1.75
11-17 1.25
18 Sienkiewicz Starts 2.00
19-29 1.25

NEW TEEN TITANS (Baxter)
#1 5.00
2 3.50
3-5 2.50
6-9 1.50

DC PRESENTS
#26 (New Teen Titans Insert) 15.00

NEW TEEN TITANS
#1 18.00
2 10.00
3, 4 8.00
5 6 6.00
7-10 4.25
11-15 16 Capt Carrot Insert) 3.00
24 25 Omega Men app.) 42-44 3.00
17-22, 26-41 (#21 Night Force Insert) 2.00
45-49, 51 up 1.25
Annual #1 3.00
Annual 2 (Omega Men app. vigilante in costume 2.50
Annual 3 (#50 anniv issue) 2.00

NEW TEEN TITANS PRESIDENT DRUG AWARENESS GIVEAWAYS
#1 Keebler 2.00
3 IBM 4.00

OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE
#1 8.00
2-6 5.00
6-12 3.00
13-15 2.00

OMEGA MEN
#1, Giffen Starts 3.50
2 Origin Broot 2.75
3-10 2.00
11-25 1.50

ROM
#1 4.25
2 3.00
3-5 2.50
6-10, 56 1.75
11-16, 19-25 1.50
17, 18 X-Men 3.50
20-24, 26-55 57-64 1.25
Annual #1 1.75
Annual 2 1.50

SAGA OF THE SWAMP THING (DC)
#1 2.00
2-19 1.25
22-27 5.00
28-36 3.00
37 up 1.25

SECRETS OF THE LEGION OF SUPER HEROES (Mini-series)
#1 Origin of Legion 2.50
2 Retells Origin of Brainiac 5, Shrinking Violet, Sun Boy Bouncing Boy Mon-El, Karate Kid 1.50
3 1.50
Complete Set 4.50

SECRET WARS I
#1 5.00
2-5, 8 2.50
6, 7 9-12 1.25
Complete Set 20.00

SECRET WARS II & CROSSOVER BOOKS
#1 2.00
New Mutants 30 1.75
Capt Amer 306 1.75
X-Men 196 1.75
Iron Man 197 1.25
2 1.50
Web of Spider 6 1.25
Spiderman 268 1.25
Fantastic 4-282 1.25
3 1.50
Daredevil 223 1.25
Hulk 312 1.25
Avengers 260 1.25
4-6 1.50
Any Crossover Book 1.25

SPECTACULAR SPIDERMAN PETER PARKER
#1 4.00
2-5 (81, 82 Cloak & Dagger) 3.00
6-10 (90, New Costume) 2.25
11-21 24-26, 29-40 58 Byrne 2.00
22 23 (Moon Knight app.) 2.50
27 Millers 1st Daredevil) 20.00
28 (Miller Daredevil) 15.00
41-57 59-63 65-68, 71-80, 83-89 1.25
64 (1st Cloak and Dagger app.) 12.00
69 70 (Cloak and Dagger app.) 6.00
Annual #1 2.00
2-4 1.50

STAR SLAYER Mike Grell
#1 3.50
2 Intro & Origin Rocketeer 4.00
3 Rocketeer 3.00
Complete Set 8.00

STAR WARS (No Reprints)
#1 8.00
2 3 4.00
4 (low distribution) 5.00
5-10 (17-19 low distribution) 3.50
11-16 20 21 38 Golden) 39-44 Empire Strikes Back starts #39 and ends in #44 3.00
22-37 (50 Williamson) 1.75
45-49, 51-80 1.50
Annual #1 2.50
Annual 2, 3 1.50

THOR Simonson All
#337 1st Simonson 6.00
338 2.50
339, 340 1.50
341-350 1.25

TRANSFORMERS
#1 4 2.50
2, 3, 5-8 1.50

TWISTED TALES
#1 2.00
2-7 1.50

VIGILANTE
#1 2.50
2-10 2.00
First Issue Special #8 The Warlord (Origin) 12.00

WARLORD
#1 15.00
2 7.50
3-5 5.50
6-10 5.00
11-20 3.50
21-30 2.50
31-40, 48 (First Arak) 2.00
41-47, 49-52 2.00
53 up 1.25
Annual 1 1.75
Annual 2 1.25

WEB OF SPIDERMAN
#1 1.75
2-6 (Sec Wars II) 1.25
Annual 1 1.50

WHAT IF
#1 Origin Spider Man 28 (Daredevil, Miller) 6.00
2-5, 13 Conan 4.50
6-12 27 Miller X Man app.) 3.50
14-26, 29-31, 35 (31 Wolverine X-Man) (35 Electra, Miller) 2.50
32-34 36-47 1.75

WOLVERINE (All Miller)
#1 3.50
2-4 2.75
Complete Set 10.00

X-MEN
1-95, Giant size #1 Inquire
96-99, 108, 109, 121 32.50
100, 101 35.00
102-107 18.00
110, 111 20.00
112-119 15.00
120 25.00
122-128, 139, 140 10.00
129, 130 12.50
131-138 7.50
141-143, 165 3.75
144-164, 166, 167, 175, 193 3.00
168-174, 176-180 2.00
181-196 Sec Wars II) 1.25
X-Men & Teen Titans 3.50
X-Men Special Edition 3.50
X Men at State Fair (Comic Supplement of the Dallas Times Herald) 8.00

LIMITED MINI-SERIES FROM THREE TO SIX BUCKS

Mint condition Multiple copies on all titles Order with confidence
Prices listed are for complete sets Inquire about price of single books.

AMBUSH BUG 1-4 4.00
BEAUTY & BEAST 1-4 4.00
CLOAK & DAGGER 1-4 6.00
FALCON (#1 Paul Smith) 1-4 4.00
GREEN ARROW Von Eeden, 1-4 4.00
HAWKEYE 1-4 4.00
HERCULES (Vol. 1) 1-4 4.50
HERCULES (Vol. 2) 1-4 3.50
INDIANA JONES (Temple of Doom) 1-3 3.00
ICEMAN 1-4 5.00
JACK OF HEARTS 1-4 4.00
KRYPTON CHRONICLES 1-3 4.00
MASTERS OF THE UNIVERSE 1-3 4.00
PHANTOM ZONE 1-4 4.00
RAIDERS OF THE LOST ARK 1-3 3.00
ROCKET RACOON 1-4 4.00
SWORD OF THE ATOM 1-4 4.00
TALES OF GREEN LANTERN CORPS 1-3 3.50
TALES OF THE NEW TEEN TITANS 1-4 5.00
UNTOLD LEGEND OF BATMAN 1-3 5.00
VISION & THE SCARLET WITCH 1-4 5.00
WEST COAST AVENGERS 1-4 5.50
WORLD OF KRYPTON 1-3 3.00
X-MEN & THE MICRONAUTS 1-4 4.50

AMAZING FANTASY #15 (1st SPIDERMAN) MINT 1500.00
AMAZING SPIDERMAN #1 NM 650.00
AMAZING SPIDERMAN #2 NM-MT 285.00
AMAZING SPIDERMAN #1 (Spanish) VF 300.00

CHARLIE'S BOOKS AT ONE, TWO, THREE BUCKS

Books are in NM-Mint condition Multiple copies on all titles. Order with confidence

BOOKS FOR ONE BUCK

Action, #535, 536 (Omega Men)
All Star Squadron #1-10
Arak, Son of Thunder #1-10
Arion #1-10
Blade Runner (Movie) #1, 2
Batman (Von Eeden Art) #341 343, 345-349, 354 (Giffen), 368 (1st New Robin), Annual 8
Conan (Movie Special) #1, 2
Dazzler #1-21
Detective #518, 519, 521, 522 (Von Eeden Art)
Dragonslayer (Movie Spec.) #1 2
E-Man #2-5
For Your Eyes Only (Movie Spec.) #1, 2
Fury of Firestorm #1-10
Hulk #261, 268 Miller)
Indiana Jones #1-7
Inhumans #2-12
Invaders #7-19 21-41
Joker #1-7

BOOKS FOR TWO BUCKS

All Detergents Comics (Spiderman Origin)
Daredevil #182-190 (Resurrection, Elektra)
Destroyer Duck 1st Groo
E-Man #1
Green Lantern/Green Arrow #1-7
Inhumans #1
Invaders #2-6, 20
JLA 193 (All Star)
Kazar 1, 10
Kull, The Conqueror (Baxter)
Madame Xanadu (Bolland, Rogers)
Marvel Feature (Red Sonja) #1
Ms. Mystic #1, 2 (Adams)
Nova #2 3
Red Sonja (1st Series) #1
Ronin (Miller) #1-6
Silver Surfer (One Shot, Byrne)
Spiderwoman #37 38 (X-Men)
Starlord (Spec. one-shot, Byrne)
Worlds Finest (Von Eeden) #267 268, 270, 272-280

BOOKS FOR THREE BUCKS

Avengers #181-191 (Byrne)
Daredevil #181 Double size. Death of Elektra
Dazzler #38 (X-Men)
Elektra Saga (Miller) #1-4
Invaders #1 Giant Size #1
King Conan #1 7 P Smith
Moonknight #1 15
Nova #1

- All prices listed are per issue
- No minimum order but remember postage
- U.S. Funds only
- We reserve the right to refuse any order
- Not responsible for typographical errors.

ACID-FREE SUPPLIES

Mylite bags	20¢ ea.
Backing boards	15¢ ea

I have large inventory of Marvel, DC, etc.

Send SASE for other books you want.

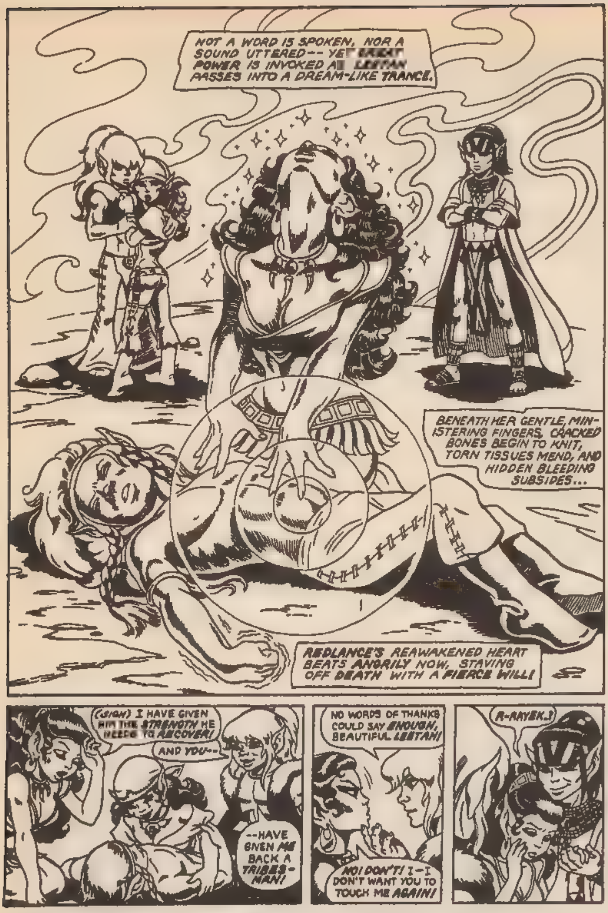
WOMEN, COMICS, AND ELFQUEST

By Wendy Pini

When I go to the Marvel offices to deliver pages of art or to break down the next few *Elfquest* reprint issues with Mary Jo Duffy, I sometimes get that same, queer feeling I used to get in high school — I guess everybody's had it — that uncertainty about one's status in the pack, that "am I in with the in-crowd?" anxiety.

It reminds me how much a creature of habit and conditioning I am. But it also makes me wonder if men and women in the work force, including myself, will ever rise above the pecking order of the pack system or if, indeed, they really want to. There is safety in the known, in the established norm. High school, for all its banality, prepares one for life in a way which can neither be forgotten nor escaped. I suspect that most people are what they are in high school and only continue to become more of what they are throughout their lives. I was an outsider. I still am.

Richard and Wendy Pini met as fans and became professionals.


NOT A WORD IS SPOKEN, NOR A SOUND UTTERED-- YET GREAT POWER IS INVOKED AS LEETAH PASSES INTO A DREAM-LIKE TRANCE.
BENEATH HER GENTLE, MINISTERING FINGERS, CRACKED BONES BEGIN TO KNIT, TORN TISSUES MEND, AND HIDDEN BLEEDING SUBSIDES...
REDLANCE'S REAWAKENED HEART BEATS ANGRILY NOW, STAVING OFF DEATH WITH A FIERCE WILL!
(SIGH) I HAVE GIVEN HIM THE STRENGTH HE NEEDS TO RECOVER!
AND YOU--
--HAVE GIVEN ME BACK A TRIBESMAN!
NO WORDS OF THANKS COULD SAY ENOUGH, BEAUTIFUL LEETAH!
NO! DON'T! I-I DON'T WANT YOU TO TOUCH ME AGAIN!
R-RAYEK.?

*It was in **Elfquest** #2 that Leetah first showed her healing skills. The Pinis examined the aspects of such abilities, with Leetah sharing the pain to heal it.*

© 1978 Wendy and Richard Pini

High school and comic books: The mentality of one is ripe for the consumption of the other. In an industry which aims its product primarily at adolescent males, attitudinal changes toward the stereotyping of both male and female comics characters can only be hard won through long, yet subtle, combat. Many of those battles will be fought, unsung, by women — as artists, writers, editors and consumers. Inroads will be made quietly. Flamboyance is, for the most part, the province of the rooster, not the hen.

But sometimes the greatest changes are brought about by stealth, rather than by overt aggression.

The nature of the comic-book audience has changed over the past 20 years as much as has the medium itself. The most profitable change, artistically and commercially, has been the growing number of women, of all ages, who have swelled the audiences of such enduring series as *The X-Men*, *Star Wars*, and *Teen Titans* and have helped make the relatively new *Alpha Flight* a hit.

Elfquest boasts the highest percentage of female readers of any comics series currently on the market. I say this with ill-concealed pride and the results of a wide-sweeping demographic survey in hand. *Elfquest*'s audience is, in fact, almost equally divided between male and female readers in their late teens and early 20s. Whether this trend will continue with *Elfquest*'s newsstand distribution as a Marvel/Epic reprint remains to be seen, but I suspect the pattern will hold.

> ***"We created a market that did not previously exist for a look and a style of story-telling that was old-fashioned and yet had never been seen before."***

Tentative analyses and simplistic generalizations made by the industry and the fan press aside, what appeals to female comics readers is whatever turns them on, and *that* territory is still largely unexplored — even by women themselves.

It is a commonly and not incorrectly held view that women gravitate to stories which contain a high degree of "soap opera." Young girls are especially interested in relationships and in emotional interactions. They like stories about family-type groups. They are also attracted to slightly dangerous, youthful, androgynous male characters who, much to any hard-core Jungian philosopher's delight, would seem to represent the female "animus" (or animating motive). *Elfquest* fills that bill on all counts, not because I deliberately set out to attract a huge female following, but because lurking not so deep within my own psyche is that same high-school outsider who — horrors! — is a typical female adolescent.

> ***"Lurking not so deep within my own psyche is that same high-school outsider who — horrors! — is a typical female adolescent."***

One creates, after all, for an audience of one. But happily, times have changed so much that boys are now showing interest in those things that have been traditionally regarded as "girl stuff."

From my own experience and observations I have learned that many girls, and even women, spend time fantasizing, not just about connecting with males, but about *being* males. I remember discovering Michael Moorcock's "Elric" stories when I was 16. It mattered not a whit that the character was male; I identified because Elric expressed all the self-centered melancholy and anguish that most teenagers go through.

I *was* Elric mentally when I read the stories. I drew him, I wrote about him, I even corresponded with Moorcock and vented philosophical analyses of the character. Poor Michael! It didn't dawn on me until much later that I was obsessed with my own animus. At age 16 I was simply thoroughly turned on, and, because Elric was an effeminate character, it was that much easier to project myself into him.

Had he been a muscular Conan type, I doubt that identification would ever have taken place.

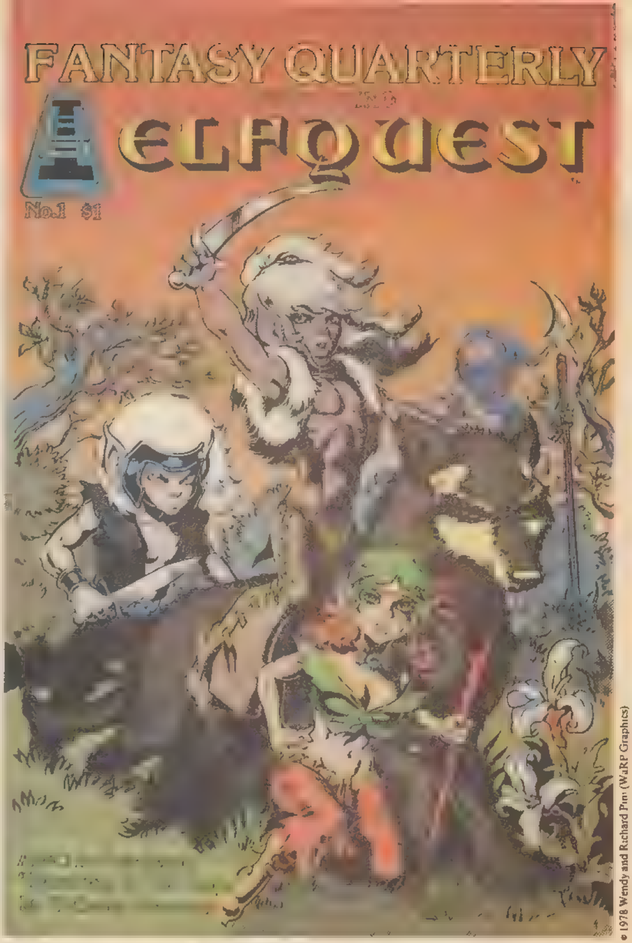
At about the same time I discovered Moorcock's writings, I began collecting Marvel Comics.

> ***"I began collecting Marvel Comics. I started with 'The Avengers' and instantly loved Hawkeye, the loud-mouthed misfit rebel."***

I started with *The Avengers* and instantly loved Hawkeye, the loud-mouthed misfit rebel. Because the distinctly male slant of the writing and art prejudiced me, my attitude toward The Wasp and The Scarlet Witch was just as sexist as that of any of the male Avengers.

I felt no obligation to those dippy female characters, did not even look for hidden depths in them, and continued to identify with the stronger, more interesting males. What teenager does not fantasize about being strong and effective? My experience was and probably still is shared by many girls. Young, impressionable, insecure: We become, vicariously, male heroes.

In one sense women's imaginations are more versatile than men's: To women, androgyny is not taboo. When a man dresses as a woman, he is, to straight society, ridiculous if not repellent. But when a woman dresses as a man, she does not seem to carry the same shameful stigma. The man risks being branded a wimp. The woman may be regarded as chic. This makes some women able to project themselves fearlessly into a male physique and frame of mind.



Elfquest first appeared in **Fantasy Quarterly** *#1 from "Independent Publishers Syndicate." The issue's production values were poor, but with* **Elfquest's** *steadily increasing popularity, its price is steadily increasing.*

© 1978 Wendy and Richard Pini (WaRP Graphics)

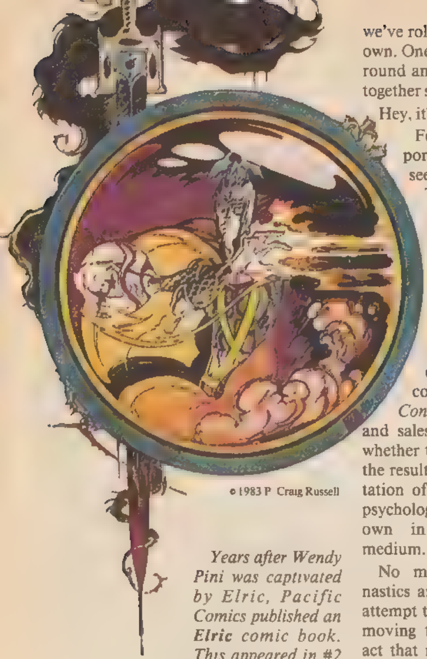
In 1982 Diane Venora, star of *Wolfen* (one of my favorite movies) played *Hamlet* off Broadway. She cut a dashing, persuasive figure in cropped hair, military uniform, and boots. By contrast, Robert Preston in *Victor/Victoria*, for all the poignance and gentle humor of his role, looked far more ridiculous in drag than did Julie Andrews.

Women have their own dignity which men, portraying them in any medium, seldom seem to be able to capture. Women, however, do not seem to be objects of derision even when aping male mannerisms and thought patterns. The deep-rooted misogyny of our society sustains the imbalance of image between the sexes — the male persona (the role he assumes to display conscious intentions to himself and others) is more respectable than the female — and those women with low self esteem help to perpetuate it just as they help perpetuate bad pornography.

Many women buy into the supposed permanence of male-created female stereotypes because it is easier for them to accept someone else's definition of who they are than to discover their own identities. Women are conditioned by parents and peers to fear loneliness; there is no more lonely path imaginable than that which leads to the truth of one's own self.

Chris Claremont once said to me, "The reason why women often write better male characters than men write female characters is because women are taught not only to think for themselves, but to think for men, too."

Considering that, statistically, employment throughout the entertain-



© 1983 P. Craig Russell

Years after Wendy Pini was captivated by Elric, Pacific Comics published an **Elric** *comic book. This appeared in #2 (August 1983).*

ment industry is roughly 75% male to only 25% female, it is easy to understand why the increasing number of women breaking into the comics field do need to think like men in order to compete.

It is still commercially necessary for women to focus on those things that will be interest male consumers, whether in story-telling, art style, or development of merchandising properties.

Given that the scope of the types of comics stories which are traditionally interesting to men is still rather limited, women now have a tremendous opportunity to enrich the medium with their insights and to promote new levels of understanding between the sexes. It is already happening, subtly, but still within the boundaries of the system.

Who, after all, wants the "mission impossible?" Who wants to be a crusader? No man or woman I know. Pioneers must be willing to be lonely.

Inertia is a ponderous thing. Having been pioneers of sorts, Richard and I, for all our knee-jerk "somebody *do* something!" reactions, are as shy of sticking our necks out as anyone. If we keep doing it, it's probably because we've rolled into a certain inertia of our own. One day we'll get off the merry-go-round and wonder how we ever rode it together so long.

Hey, it's only comics, after all.

Female comics characters, as portrayed by men, are sometimes seen only as vehicles of suffering. They exist to be put into peril and to agonize for men's amusement. Critics assert, rightly, that hostility to women has reached such perverse proportions in certain comics that women are often represented only as objects of rape or other forms of degradation. As it is now conceived, *The Savage Sword of Conan* is an outstanding example, and sales are reportedly healthy. But, whether the hostility is overt or merely the result of complacency, the representation of true femaleness, organic and psychological, has yet to come into its own in the graphic story-telling medium.

No matter what ideological gymnastics are required of women as they attempt to fit into an ever-more-rapidly moving technological society, the one act that remains intrinsically womanly is birth. Men can never really know what birth is like. Many can't even see it as a painful-but-fulfilling experience. Many men have great paranoia about retaining their physical identities, and the distortion of pregnancy coupled with the messiness of birth is more than some can cope with.

Consider: All splatter movies are made by men. Horror is gore and dismemberment. Consider too: Along with the mounting trend toward "goo" in horror films, many special effects monsters resemble embryos or aborted fetuses. *It's Alive, Prophecy, Humanoids From the Deep* — the examples are there.

And birth images themselves are given horrific stature, as in the chest-burster scene in *Alien* or in the monstrous birth of *The Manitou.*

This is not coincidence. As male-dominated society grows increasingly coldly technological, the biological process of birth and death become at best remote, at worst gross and shameful. In the end it may be left to women to guard whatever remains of the human in humanity.

Whenever men depict birth in the comics, it seems as though the woman is always flat on her back, in extreme agony; there is usually associated violence or tension. The laboring woman has to be moved from point A to point B while the villain attacks, so her urgency is coupled with the anxiety of everyone whose life is in danger at the villain's hands. While this works dramatically, it is an overused device which portrays pregnant women as pains-in-the-neck. And the hero, whether it's his baby or not, is usually as fuddle-headed about it as Ricky Ricardo was during the birth of Little Ricky.

When Stan Lee and Jack Kirby brought Sue Richards to her "confinement" with Franklin in the '60s, the physical aspects of the birth were not dealt with at all. Yet it was a daring move for superhero comics at the time. In a *Killraven* story and more recently in Sabre, birth was represented fairly graphically with some focus on the woman's strained reactions to labor and, of course, with the aforementioned attendant violence.

It was with a certain self-consciousness that I approached the birth scene in *Elfquest* #20. Aware of what had been done before, I chose to portray the baby's birth as naturalistically as possible, without trauma. The mother was shown sitting up, which is how most women prefer to do it to take advantage of gravity. The father was right there with her, and the children were watching with fascination. The scene was a joyful one, and, to the best of my knowledge, birth has never been handled quite this way in American comics. In addition, male elves can "lock-send" with their mates — that is, communicate telepathically in such a way that the male can actually experience the feelings of the birthing female. So the scene can be said to have added significance, done as it was from a woman's point of view.

Not so very long ago society ostracized women who refused motherhood. Now childlessness is an acceptable choice, but society still has difficulty embracing women who reject their other stereotypical roles: healer, nurturer, or mediator. The new breed of tough, independent super-heroine that has emerged in various comics titles over the past few years, when not handled carefully, resembles in speech and mannerisms a man with breasts rather than a truly feminine woman.

As pointed out earlier, this does not necessarily make the character ludicrous; in fact, this breasted man is easy to work with in the violent super-hero genre. She is uncomplicated. She takes her lumps alongside her male counterparts. But just to reassure the readers who represent society's standards (and

Brace Yourself For

WARP DRIVE IN '85!

COME ALONG FOR THE RIDE!

MYTH ADVENTURES!

ASPRIN,
FOGLIO,
SALE

A Simple Classic
Tale—
Boy Finds Mage
Boy Loses Mage
Boy Gains Demon

Thunderbunny

GREIM,
BUNIAK

Bobby Caswell Dreamed of
Becoming a Superhero—
But Not Like This!

A DISTANT SOIL

DORAN, PINI

Across Space—Through Time
An Alien Empire Pursues a
Small Band of Reluctant Allies!

Now! A New Backup!
PANDA KHAN!

SUBSCRIBE NOW! FIRST ISSUE FREE!

Enclosed is $9.00 for each title checked.
Send my first issue(s) free, then send me six more
issues. (Outside U.S., $12.00 in U.S. funds.)

☐ Mythadventures
☐ Thunderbunny
☐ A Distant Soil

☐ **Special Offer:** All 3 titles
only $20.00! Save $7.00 *and*
get 3 issues **free!** (Outside
U.S., $24.00 in U.S. funds.)

Name
Address
City State Zip

Please allow 8 weeks for your first issue to arrive

Send to: WaRP GRAPHICS
5 Reno Road, Poughkeepsie N.Y. 12603

society *must* be reassured) that she is, indeed, female, she is usually given some sort of romantic involvement which enables her nurturing side to show forth.

In some cases a fresh approach is taken. Ororo mothered Kitty Pryde early on in their relationship. And, though Mockingbird sparred several bruising rounds with Hawkeye (a daring scene in which man and woman were equal in skill if not in physical strength) she later whisked him off to the Poconos for a honeymoon.

While I cannot deny the high entertainment value of these pairings, the message, overall, remains that the heroine who stands alone is not whole. Female readers cannot help but absorb this message, and many cannot help but buy it. A monthly dose of it from 80% of the titles on the stands, including alternative comics, has a numbing effect even on the most enlightened mind. True alternatives seem impossible. They are not. But they seem so.

Why do women read male-oriented comics? Partly because that is what is available. Options are currently limited. But there is another reason, the kind of secret vice that one takes a flashlight under the covers at night to indulge. I hope I will be forgiven for spilling the beans, but some women actually ***enjoy*** seeing male characters injured or helpless, because they find emotional empathy with the pain to be stimulating. Sounds kinky? Maybe. But not only is it harmless, it may spring out of that same well from which a woman draws compassion and the desire to ease others' pain.

"Some women actually enjoy seeing male characters injured or helpless, because they find emotional empathy with the pain to be stimulating."

I wonder sometimes if women don't spend their lives waiting for explosions, for something cathartic to come along and blast them into a new state of being.

I used to go into rages as a girl because I didn't like where and what I was. But I wasn't ready to go somewhere else. If I wanted to draw something and hadn't yet developed the skill to do it, I wanted to explode. I wanted (figuratively) to be blasted apart to find that vision. Even now I feel that way at times.

That is the artist's point of view, but there are parallels in other areas of life. A girl refused a place on the soccer team by a repressive school system must want to put her first through a wall in frustration. But she doesn't dare, because aggressive, violent females are too intimidating and seldom get their way in polite society. For such a thwarted individual, fantasy can be a form of escape — and violent fantasy can be cathartic.

"Master of the psychic invasion, Chris Claremont delights in shocking his eager readers with the mental torment of his characters."

Women as well as men are inspired by the "suffering hero" image. If the hero is down and out, the female reader feels sympathetic — drawn to the pain with a desire to make it better.

At the same time she herself wants to be the recipient of that attention, to be down and out and to have somene want to make it better for *her*. She projects herself into two roles, the healer and the healed. Perhaps she is also the injurer — Brahma, Shiva, and Vishnu all in one. The Dominatrix is a recurrent image in comics and a popular one with readers of either sex. Power is the name of the game: power to give life or to take it away, power to be the center of attention, power to explode.

Wendy Pini appeared with other Red Sonja look-alikes in convention presentations with Frank Thorne (as "The Wizard"), artist of the Red Sonja comic book. This photo was taken in 1977.

There is a dignity to the physically wounded hero that is not accorded the heroine who goes through mental pain. Art reflects life, and life is not fair.

A woman might go through a great deal of anguish because she is being sexually harassed at the office. Hers is no less a battle than man against men with sword or spear — but her wounds are not so obvious or so easily bound, and she is not necessarily hailed for her courage.

When a woman draws attention to herself, she also draws attention to her so-called sisters, and they become uncomfortable. Subterfuge is a survival tactic, *a la* The Invisible Girl, and that requires a low profile. Real women's everyday triumphs and defeats are most often in the attitudinal area, not in hand-to-hand combat as depicted in the comics.

When The She-Hulk trashes a villain, a female reader can take it as symbolic of an ideological victory, but can she really identify in any other way with that kind of broad (pun acknowledged) violence?

How often are women arrested for acts of physical aggression? Not nearly as frequently as men are. Women's battles are usually cerebral, but just as brutal as any brawl.

The nobly wounded (as opposed to the tortured or abused) heroine is seldom seen in comics.

Red Sonja has taken some cuts in her day — in fact I used to take advantage of my appendix scar to illustrate that point when we were doing the "Red Sonja and The Wizard Show" at conventions years ago. And the Black Widow, under Gerry Conway's care, went through the ringer right along with Daredevil.

But nowadays heroines seem to be getting wounded psychically rather than physically. Master of the psychic invasion, Chris Claremont delights in shocking his eager readers with the mental torment of his characters.

Yet he is conscientious enough that these writhings have symbolic validity. What he seems to be saying with Ororo, bizarre as she is now, is that the character is going through an explosion, suffering to reach a new state of being — like a birth. Birth as explosion. Women crave explosions. *X-Men* has an "X-traordinarily" high female readership. They are turned on. See the pattern?

I don't think men are comfortable with the thought of loss of identity through catharsis. Maybe that's why they depict birth as agonizing, because from their point of view it is necessarily an explosion, rather than a giving or an issuing.

How else does the suffering hero appeal to women? Young girls start reading super-hero comics at just about the time they are discovering boys and their own sexuality. They're a little bit excited, and a little bit afraid.

In their fantasies, if the hero is helpless and hurt, he is harmless — approachable. This truth is dealt with symbolically in the otherwise wretched British film *The Company of Wolves.* Only after Rosalie shoots the wolf-man is he safe to touch. And oh, do the young girls want to touch the hero! They empathize. They, too, are helpless.

Some of the most romantic, lyrical scenes in comics concern the hero's fall. When Alicia Masters let the Silver Surfer recover on her apartment couch from The Thing's blow, there was certainly subtle erotic interaction percolating beneath the surface of their conversation. The scene was both tender and a turn-on.

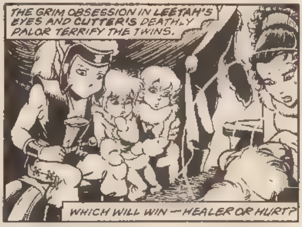
"Woman as healer" is a famous cliche. But underneath may be "woman as sexually awakening and vulnerable individual." We brought this out in our Elfquest novel, *Journey to Sorrow's End.* We examined Leetah's nature as a healer and tied it in with her sexuality. She had to make herself immensely vulnerably to go inside a person, find the injury, and work her healing magic on it. She had to share the pain to a certan extent. It drained her. So in compensation she could choose when to release forces in herself that gave her great physical pleasure.

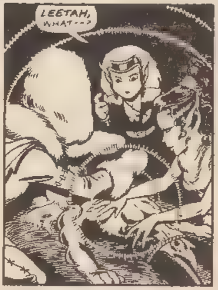
One assumes that a healer must know the secret sources of both pleasure and pain in the body. Leetah was balanced between them.

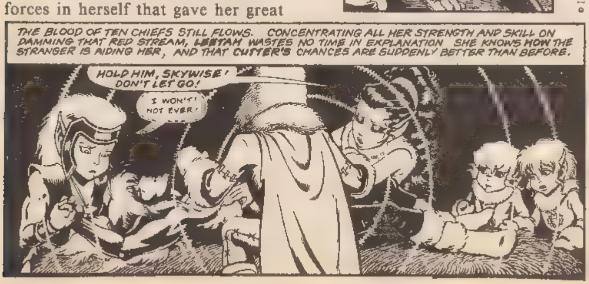
During the scene in which Rayek helped Leetah heal Cutter (*Elfquest* #16) there was a strong undercurrent of the type of eroticism I call *Liebestod* — love and death.

Women find this terribly stimulating, yet it takes cold control to portray such melodrama without overdoing the mush. The Japanese use this type of thematic device in their romance, science fiction, and samurai comics, sometimes to an excess that even I, insatiable as I am, cannot tolerate.

American comics artists and writers are more reserved in their approach to this kind of all-or-nothing interaction between characters. The two most potent forces in human existence, sex and death, make dynamic dramatic story-telling when carefully blended. Comics which contain a heavy element of violence are more appealing to women when the aftermath of brutality is acknowledged with some kind of human empathy.


THE GRIM OBSESSION IN LEETAH'S EYES AND CUTTER'S DEATHLY PALOR TERRIFY THE TWINS.
WHICH WILL WIN — HEALER OR HURT?


LEETAH, WHAT--?


THE BLOOD OF TEN CHIEFS STILL FLOWS. CONCENTRATING ALL HER STRENGTH AND SKILL ON DAMMING THAT RED STREAM, LEETAH WASTES NO TIME IN EXPLANATION SHE KNOWS HOW THE STRANGER IS AIDING HER, AND THAT CUTTER'S CHANCES ARE SUDDENLY BETTER THAN BEFORE.
HOLD HIM, SKYWISE! DON'T LET GO!
I WON'T! NOT EVER!

© 1983 WaRP Graphics Inc

Obviously *Elfquest* contains many elements that have attracted and held a strong female readership throughout the duration of the series. But it has also attracted an equally devoted male following, and that says more about the changing times, perhaps, than about *Elfquest* itself.

"Richard and I met through the letters pages of 'Silver Surfer' #5."

Marriages have resulted from elf-fan meeting elf-fan. Richard and I smile at the poetic justice; we met through the letters pages of *Silver Surfer* #5, and why not? The Surfer had and has all the makings of the kind of vulnerable hero girls go for. I did. It wasn't fate. It was glands.

Whenever John Buscema and I meet, which isn't often enough, since I like the man and admire his work so much, he always busts my chops on the subject of women artists.

John asserts that women cannot draw truly masculine men, but that men can draw women perfectly well. There is no debating with him, because it's not really important to him, but it touches a nerve in me. Having been an animation-style cartoonist for more than eight years, I've almost forgotten many of the rules of anatomy that I've been breaking so merrily. And my male elves are nothing if not pretty.

It is some consolation that WaRP Graphics does not receive letters from male fans complaining that the elves are effeminate. I have somehow managed to create believable male characters who do not trigger prejudicial responses in the men who read *Elfquest.* Though they could have been better drawn in some cases, the human men that I represented in the series were fairly rugged looking, so I did not shy away from tackling the artistic problem of rendering masculine figures. But I can do better.

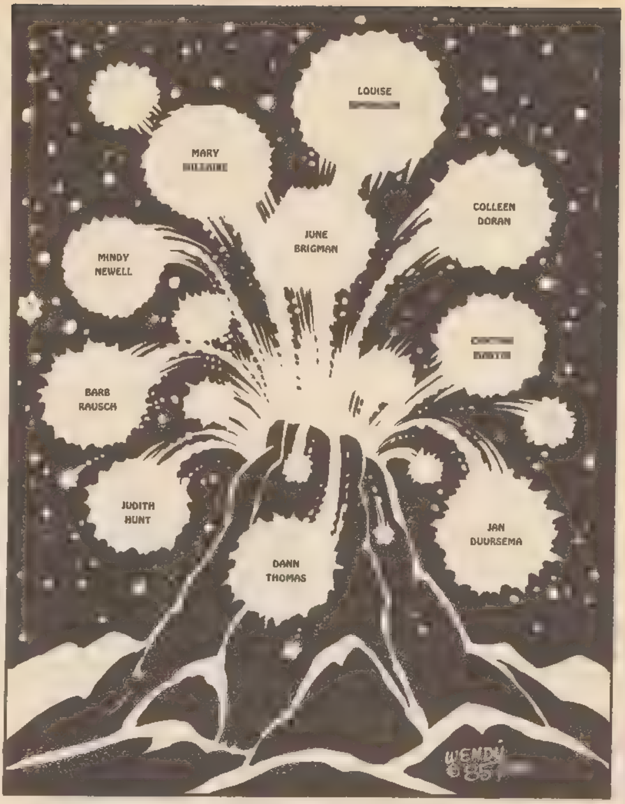
Men deserve it; they're worth looking at and they're worth a truthful line on paper. So are women, you hear me, John? No more men with breasts!

Whatever the reason for male acceptance of my art style, I believe that *Elfquest*'s audience was *conditioned* by Richard's and my pig-headed belief that our way was not just the right way to do the story, it was the *only* way.

The fan press jokes and says no one will ever figure out why *Elfquest* made it — it had everything going against it.

But quite simply, we created a market that did not previously exist for a look and a style of story-telling that was old-fashioned and yet had never been seen before. That bodes well for newcomers striving to tell their stories or to express their artistic styles in this highly competitive field, for the independent press is now as difficult to break into as the mainstream ever was. An audience will warm up to something new and different if the creators persevere. But some words to men and women, boys and girls alike: The quality of the work *must* merit the readers' time and money. Do it for yourself, but make yourself a member of your own audience. There is no other way to evaluate your own progress.

To women in particular, my only advice, which most of you have probably figured out already, is to channel your compulsion to meet others' expectations into the driving force behind your own creativity. Women are perfectionists, partly because of performance anxiety, partly because they are terribly competitive and don't like to be caught napping, but mostly because they put so much of themselves into what they do. Call it love, if it must be sentimentalized. The talent of women is an active volcano that the comics industry is just now beginning to explore. I'm enjoying the fireworks that I already see.



AN INTERVIEW WITH WENDY PINI

TARGET DATE FOR THE 'ELFQUEST' MOVIE IS 1988

By John Wooley

One of the true success stories in the field of fantasy is that of *Elfquest,* which began life as a small-run, black-and-white comic book in 1978. Unhappy with the quality of the first issue, creators Wendy and Richard Pini borrowed money and published a second issue themselves. The husband-and-wife team soon knew they had something. As Wendy says, "it just began to snowball from there." Circulation grew as word got around, and it wasn't long before *Elfquest* was established as a major hit.

Along the way, there have been color reprints (carried by the two largest bookstore chains in the nation), a novel from Berkley Books, and such spinoff material as a role-playing game, a fan club, T-shirts, and pewter figurines of the characters who populate the *Elfquest* saga. The story of an elf tribe's continuing adventures has also inspired near-fanatical devotion on the parts of many of its fans, whose numbers are now in the hundreds of thousands.

Perhaps it's only natural, then, that *Elfquest* would be making it to theater screens someday, and that day is rapidly approaching. In this interview, Wendy Pini — who draws, scripts, and co-plots *Elfquest* — talks of current plans for the *Elfquest* movie, plans that are being finalized even as you read this.

JW: How did the idea of making a movie of *Elfquest* come about?

WP: It was there from the very beginning. *Elfquest* was conceived as a film before it was conceived as a comic, really. That's why the characters are drawn in animation style.

Elfquest received a lot of criticism in the early years, and right on up until now, from critics who couldn't accept the cartoonish, "too-cute" appearance of the characters. They simply refused to look deeper into the story and see what those symbols meant. But *Elfquest* is designed the way it's designed so an animator can look at it and say, *I* can do this," which is exactly what's happening with the studios we've been showing it to. The first thing they say is, "well, your characters are highly animatable." Of course they are. I've designed them to be.

I want to see them move. I *have* seen them move. Some animators have worked up some pencil tests that have just blown Richard's and my mind, because it's one thing to see them on paper with incredibly lively drawings. It's another thing altogether to see them *move.*

JW: I assume you want full animation.

WP: Absolutely. What we're trying to do is reinvent the wheel with animation. We're not going to go for a lot of razzle-dazzle special effects or computer animation.

JW: No rotoscope?

WP: No rotoscope. This is going to be straight, on-the-board, back-to-basics animation. We're not looking to dazzle the public with something they've never seen before. What we're looking to do is to remind the public that animation is a good storytelling medium, and when you have a solid story and animation that complements it rather than overwhelms it, you're going to have a classic film. And that's what we're aiming at.

JW: Did the studios contact you, or did you contact the studios?

WP: In the beginning, we were with Nelvana in Toronto, Canada. They had contacted us and said they wanted to do it. We were thrilled because they had the best quality animation as far as we were concerned. We'd have gone to them if they hadn't come to us.

But they just sort of jerked us around for a couple of years. Their first feature film, which they were finishing up at the time, *Rock & Rule,* bombed miserably during its premiere. I'm not saying it was a bad film from an animation standpoint — it was exquisite animation — but the storytelling was a complete failure. I mean, they were editing it right up to the last minute and they didn't even know what they were after with the story.

We didn't mind this. We knew their reputation for bad storytelling, but we didn't mind because we felt that if they were willing to work closely with us on the story, I mean, how could they lose? They *had* the animation. They had the pen.

But they weren't willing to work closely with us at all. They wanted us to turn over the property, say "Bye-bye, visit us a couple of times and we'll show you around," and that's that. It just did not work out. So, after that, we went scouting around for studios who would be willing to essentially let us be the executive producers and co-directors.

Let me singularize that. Richard is involved in the financing and business end. The artistic control would be mine. That's my job. Each studio that we are considering now is willing to give us that input and that control. My function will be as art director, co-director of the script and so forth, and key animator. I would provide the key scenes and then the animators would fill them in.

JW: It takes a lot of clout to work a deal like that, doesn't it?

WP: It takes money. And fortunately, we're in that position right now.

JW: By the time you left Nelvana, your circulation had grown and I assume you had more leverage.

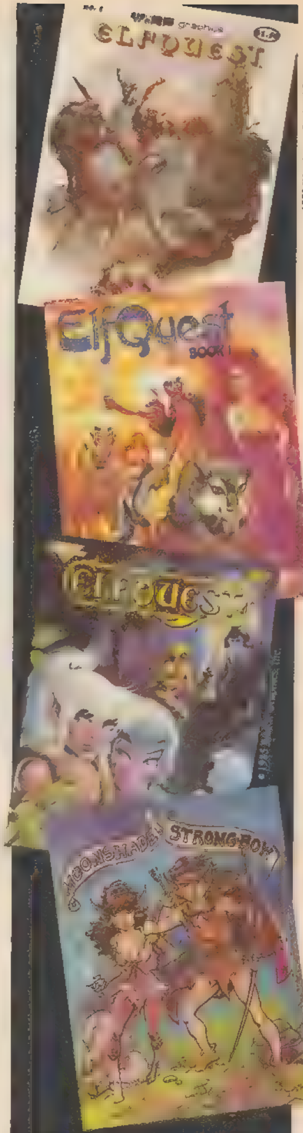
WP: Oh, yes. Losing Nelvana was not a blow to us, because we were ready to go on from there. It did not put that much sand in our gears at all. We just simply went scouting for other studios right away.

JW: When do you think the movie will be out?

WP: Our most optimistic projections is three years for the release of the film. And the timing would be terrific, because Marvel (Comics) plans to reprint *Elfquest* as a color series in spring of '85. If all goes well, their reprints will take about three years. So, ideally, the film could come out then and the audience would be hungry for the next *Elfquest* thing, because through the Marvel reprints we're hoping to triple our audience.

The newsstand is the one market we've never been able to reach. There are only about 3000 direct-sales shops in the country, and that's where people have been getting the black-and-white comics, either there or through subscriptions. But where a lot of people have been discovering *Elfquest,* people who don't ordinarily read comics, has been in Waldenbooks or B. Dalton's with our color volumes. That was another groundbreaker, because Waldenbooks and B. Dalton's were very leery of putting what was essentially a glorified comic book on the stands. But when they saw how it sold, they even began to be interested in other titles besides *Elfquest.*

So, because *Elfquest* came in first and was successful, now things like *Beowulf* and *Lightrunner* can come in and have their shot. I hope that trend continues, and I'm very proud *Elfquest* was the first. In Europe, graphic novels are the

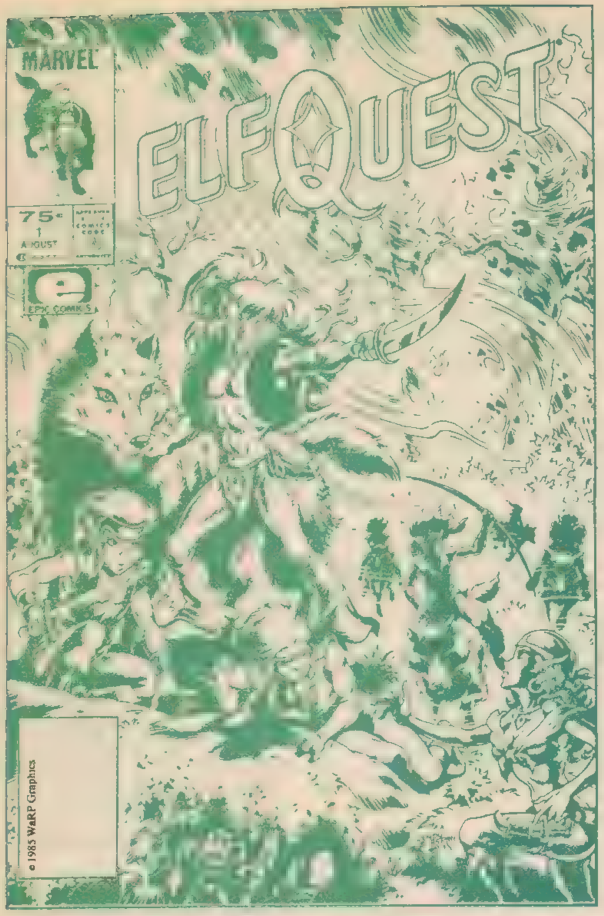


© 1978 Wendy and Richard Pini

© 1981 Wendy and Richard Pini

© 1981 WaRP Graphics Inc.

(Top to Bottom:) WaRP Graphics' own printing of the first issue; the first volume of collected stories; the last issue (a collection of miscellany which is not part of the projected Marvel series); a sample back cover, featuring two of the Elf band.



This is the cover on Marvel Comics' first issue of ***Elfquest****. For the first time, WaRP Graphics' elves are reaching the newsstand audience Wendy and Richard Pini had in mind from the beginning.*

norm, but here in America they're just getting started.

JW: You've said that you plan to use full animation in the film. Isn't that going to cost a lot more?

WP: Well, it costs more in time than in money. Full animation, limited animation, whatever, it's more the time factor than the money factor. Animation is still a much cheaper way to go than live action.

JW: Then why can't we have good Saturday morning cartoons on television?

WP: You don't even want to *talk* about the factories that crank out the Saturday morning cartoons. They are not animation studios. They are, you know . . . *ciphers.* I can't say enough negative things about them.

JW: Were you influenced by any television cartoons?

WP: *Jonny Quest,* which was designed by Doug Wildey and came out in 1964, was a tremendous influence on me. I was a tremendous *Jonny Quest* fan. I could quote you all the titles and some of the dialogue. And I had the great pleasure of meeting Doug Wildey a couple of years ago, and I've been corresponding with him since. He's very much behind *Elfquest* and very eager to see it become a film, and I'm just thrilled because it's like a full circle. He was so very inspirational to me, and to have him pat me on the back and say "go for it" is really exciting.

Jonny Quest was a very noble experiment. It sort of elevated the art of TV animation about as far as it could go. It was limited animation, but it was extremely expensive and it did not go over well with the public. The public wasn't ready for it.

JW: Originally, it was a prime-time show. But it later reran on Saturday mornings. A couple of years ago, when it ran network on Saturday mornings, many of the more violent scenes were cut.

WP: Yes, they sanitized it completely.

JW: How do you feel about that "sanitization"? Not just with *Jonny Quest,* but also with the Warner Bros. cartoons and even the newer stuff?

WP: Oh, I think it's vile. I think it's vile. I don't think they have any idea how children's minds work at all. I think the more you take away the effects of violence, the less you show how violence can really *hurt* someone, the more detached from reality the observer becomes, whether it's a child or an adult.

I think it's a completely vile practice, and I think it's hypocritical as hell. And I've written letters of complaint to networks until my hand's about to fall off. Richard and I both have. I remember when Filmation brought out a thing called *Black Star,* which is apparently still running in reruns. Richard and I sat down, and we wrote a letter, and we said, "Don't you realize that all the corny special effects in the world, all the hypocritical allusions to extant fantasy like *Trobbits,* for God's sake, are not going to nourish a child's mind one bit? If you are going to tell a fantasy story, you've got to realize that fantasy is truth in symbols. You've got to *feed their minds.* Don't just give them batwing dragons and light sabers with no motivation, no good dialogue, no good direction, no plot to speak of whatsoever. Don't rip kids off."

We got no reply, of course. We sent it not only to the director of the show, but also to the children's programming department. But it was a drop in the bucket. It didn't do any good at all, but at least we launched our protest.

JW: You began a trend with your successful self-publishing venture. You started another trend when your comic-book reprints were picked up by the major bookstore chains. Do you hope to start another trend with the *Elfquest* movie?

WP: Absolutely. What we're hoping is that, if nothing else, *Elfquest* will be a renaissance in storytelling for animation. All the major animated films that have come out in the past 10 years have more or less bombed at the boxoffice, or only made back a little more than they cost. *The Fox and the Hound* was a success. It didn't make *much* money, but it was dubbed a success. It was good storytelling. *The Last Unicorn* did fairly well. It was pretty sophisticated storytelling for an animated film, and I think it's the most recent feature film that I admire. I think it was a very noble effort and I think the script was good, and if the animation had been full and a little less cheap, it would have been a classic, I think.

But what we're hoping for with *Elfquest,* which will have full animation along with a mature but not overblown script, is that we'll bring in a wide general audience, that parents will feel comfortable taking their children to see it. We will be frank about the eroticism, we will be frank about the violence, but in perspective. We want to show the results of each. I mean, you can't hide your child's head in the sand any more. They see too much on TV and read too much in newspapers to believe that the world is pretty and all right. It's not, and I think that *Elfquest* reflects a lot of the tension of our times today. It's a fantasy for the time.

JW: What have you done to prepare yourself for filmmaking?

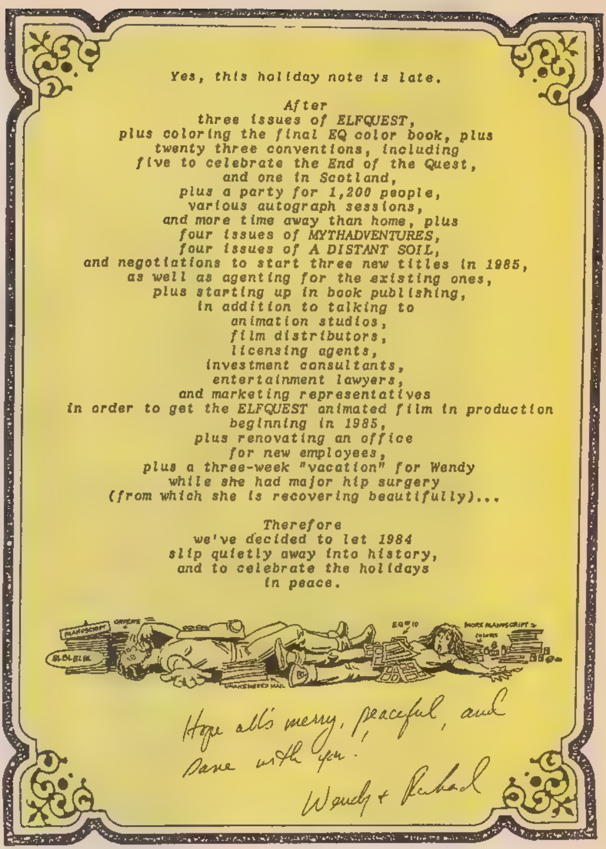
WP: Richard and I are reading like crazy. We recently made a trip to the Anaheim (Calif.) area for the World Science Fiction Convention, and we stopped off in Hollywood and bought books and books and books on animated feature film making and how to write a screenplay, and we're just loading our heads with all kinds of information.

I think that we both have pretty good instincts for visual storytelling, but there's an awfully big difference between telling a story cinematically and telling it in the linear fashion you use in a comic book. Even though a comic book looks like movies on paper, it's quite different. People say, "Well, you've always done the storyboard in your eight years of working on *Elfquest,* by doing all 20 issues of the book." Hardly. We're approaching it from an entirely different angle. The dialogue has to be different, the pacing of the scenes has to be different, and — once again — we're learning as we go. But fortunately, we'll be working with some really good people.

JW: One of the most impressive things about the *Elfquest* story is how you've beaten the odds so many times.

WP: I think a lot of what's helped us is the fans. *Elfquest* has always sold itself by word of mouth. We've hardly had to do any advertising at all. The fans went into Waldenbooks and B. Dalton's and bought, and then other people who weren't fans started discovering it and bought. The incredible interest in the film the fans have been showing has been a good motivation for us and the studios, because we've done surveys and so forth and we can show them figures that say, "You really ought to . . ."

You couple strong characterizations with a strong plot and I really believe you're going to get a following, because the fans tend to gravitate to a story that has a real strong vision behind it. They can tell when they're getting garbage, and they can tell when they're getting something that the artists and writers believe in.



Yes, this holiday note is late.

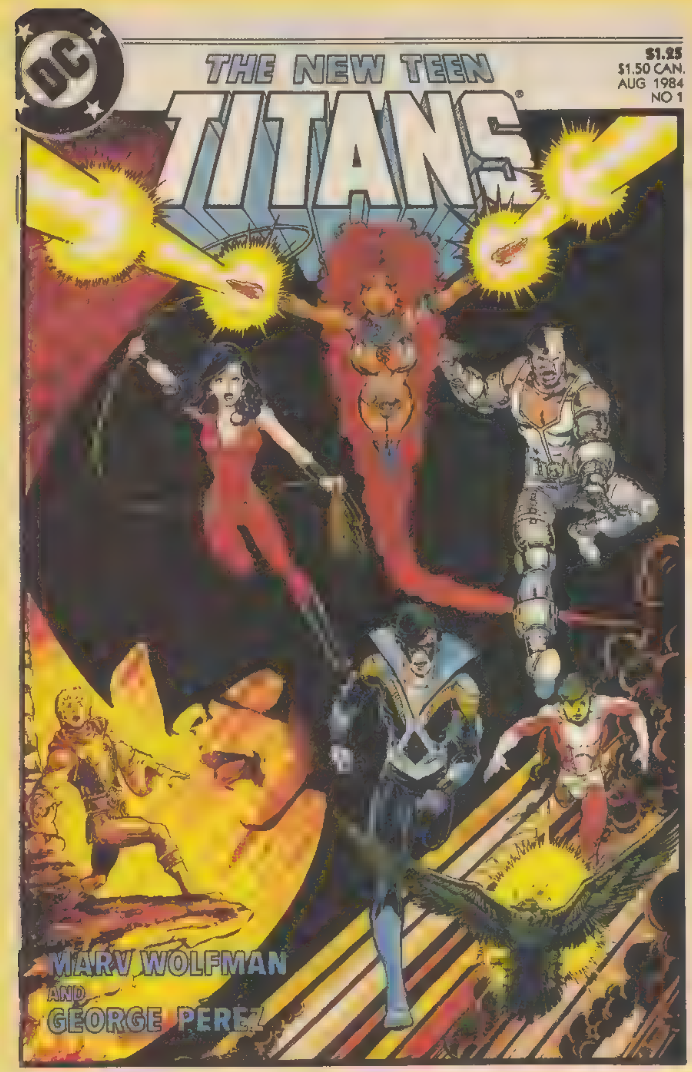
After
three issues of ELFQUEST,
plus coloring the final EQ color book, plus
twenty three conventions, including
five to celebrate the End of the Quest,
and one in Scotland,
plus a party for 1,200 people,
various autograph sessions,
and more time away than home, plus
four issues of MYTHADVENTURES,
four issues of A DISTANT SOIL,
and negotiations to start three new titles in 1985,
as well as agenting for the existing ones,
plus starting up in book publishing,
in addition to talking to
animation studios,
film distributors,
licensing agents,
investment consultants,
entertainment lawyers,
and marketing representatives
in order to get the ELFQUEST animated film in production
beginning in 1985,
plus renovating an office
for new employees,
plus a three-week "vacation" for Wendy
while she had major hip surgery
(from which she is recovering beautifully)...

Therefore
we've decided to let 1984
slip quietly away into history,
and to celebrate the holidays
in peace.

Hope all's merry, peaceful, and sane with you!

Wendy + Richard

At the start of 1985, Wendy and Richard Pini sent out this New Year's letter to their friends.


DC
THE NEW TEEN
TITANS
$1.25
$1.50 CAN.
AUG 1984
NO 1
MARV WOLFMAN
AND
GEORGE PEREZ

© 1984 DC Comics Inc

DON'T MISS OUT ON THE HITS OF THE YEAR!

COMIC • BOOK READERS PICKED THEIR FAVORITES OF 1984

WHICH ONES DID YOU COLLECT?

In the May 17, 1985, issue of ***The Comics Buyer's Guide*** appeared the results of the first full-scale comics fan awards. Ballots ran in almost all comics published in America — and other ballots were distributed by comics shops, comics clubs, fanzines, and the like.

A total of 5,909 ballots were counted — the largest comics fan voting turn-out ever. The results offer you a chance to see whether there are exciting comics available that you've been missing.

COMICS FANS' FAVORITES FOR 1984

RESULTS OF COMICS READERS' SURVEY ANNOUNCED BY 'COMICS BUYER'S GUIDE'

FAVORITE EDITOR

Shooter won, Wolfman a very close second

Jim Shooter *624*
Marv Wolfman *623*
Mike Gold *536*
Dennis O'Neil *383*
Ann Nocenti *359*
Mark Gruenwald *328*
Archie Goodwin *322*
Len Wein *263*
Roy Thomas *185*
Danny Fingeroth *141*
Karen Berger *137*
Carl Potts *127*
Julius Schwartz *118*
Al Milgrom *115*
Mike Carlin *113*
Alan Gold *105*
Dick Giordano *100*

FAVORITE WRITER

Chris Claremont and Alan Moore led the field

Chris Claremont *1041*
Alan Moore *871*
Marv Wolfman *707*
John Byrne *660*
Walter Simonson *168*
Jim Shooter *144*
Howard Chaykin *143*
Roger Stern *132*
Roy Thomas *130*
Mike Grell *114*
Louise Simonson *109*

FAVORITE ARTIST

John Byrne, George Perez took third of votes

John Byrne *1089*
George Perez *1055*
Bill Sienkiewicz *371*
John Romita Jr. *238*
Howard Chaykin *199*
Walter Simonson *146*
Paul Smith *111*
Mike Grell *108*

FAVORITE COVER

First offset issue of 'New Teen Titans' was winner

New Teen Titans #1 *274*
Secret Wars #1 *203*
New Mutants #18 *95*
Superman #400 *95*

FAVORITE COMIC BOOK

'X-Men' won; 'Titans,' 'Swamp Thing' scored high

X-Men 906
New Teen Titans/Tales of the Teen Titans 577
Saga of the Swamp Thing 487
Fantastic Four 313
Alpha Flight 271
Amazing Spider-Man 239
American Flagg! 196
Jon Sable, Freelance 159
New Mutants 150
Cerebus 120
G.I. Joe 115
Secret Wars 114
Thor 113
Legion of Super-Heroes/Tales of the Legion 110

FAVORITE STORY

'Teen Titans' took top two places

"The Judas Contract" *290*
Marv Wolfman and George Perez
(*Tales of the Teen Titans* #42-44, *Annual* #3)
Wolfman and Perez, editors
"Who Is Donna Troy?" *237*
Marv Wolfman and George Perez
(*The New Teen Titans* #38)
Wolfman and Perez, editors
"The Anatomy Lesson" *173*
Alan Moore, Stephen Bissette and John Totleben
(*Saga of the Swamp Thing* #21)
Len Wein, editor
"And One Shall Surely Die" *157*
John Byrne
(*Alpha Flight* #12)
Dennis O'Neil, editor
"Lifedeath" *157*
Chris Claremont, Barry Windsor-Smith & Terry Austin
(*The Uncanny X-Men* #186)
Ann Nocenti, editor
"Secret Wars" series *139*
Jim Shooter, Mike Zeck and John Beatty
(*Marvel Super Heroes Secret Wars*,
#1-8 were published in 1984)
Tom DeFalco, editor
"The Kid Who Collects Spider-Man!" *123*
by Roger Stern, Ron Frenz & Terry Austin
(*The Amazing Spider-Man* #248)
Bob DeNatale, editor (Assistant Editors' Month)

FAVORITE BOOK

'Dazzler' took first place

Dazzler. The Movie 320
by Jim Shooter, Frank Springer & Vince Colletta
(*Marvel Graphic Novel* #12)
The Uncanny X-Men 263
by Chris Claremont, John Byrne & Terry Austin
(Marvel paperback)
Elfquest Book Four 212
by Wendy & Richard Pini
(Donning Press)
Comic Book Price Guide #14 *146*
by Robert M. Overstreet
(Crown)
Void Indigo 144
by Steve Gerber & Val Mayerik
(*Marvel Graphic Novel* #11)
Swords of the Swashbucklers 112
by Bill Mantlo & Jackson Guice
(*Marvel Graphic Novel* #14)
Manhunter 104
by Archie Goodwin & Walter Simonson
(DC deluxe reprint)

FAVORITE CHARACTER

Wolverine clawed his way to the top of the heap

Wolverine *963*
Spider-Man *476*
Batman *272*
Jon Sable *172*
Cerebus *164*
Swamp Thing *143*
Reuben Flagg *132*
Nightwing *126*
Ambush Bug *122*

FAVORITE SUPPORTING CHARACTER

Raul the cat edged out Beta Ray Bill by a whisker

Raul the cat *386*
Beta Ray Bill *385*
Abby (Abigail Arcane Cable) *169*
Mary Jane Watson *147*
Ambush Bug *140*
Wolverine *125*
Judah Maccabee *110*
Nomad *108*

FAVORITE PUBLICATION ABOUT COMICS

'Amazing Heroes' emerged as easy winner

Amazing Heroes 1208
Marvel Age 753
Comics Collector 718
The Comics Journal 310
Comics Interview 184
Comics Feature 148
The Comic Reader 104

FAVORITE WRITER ABOUT COMICS

R.A. Jones of 'Amazing Heroes' took first place

R.A. Jones *185*
Don Thompson *173*
Robert Ingersoll *154*
Cat Yronwode *105*
Lawrence Watt-Evans *100*

FAVORITE FAN ARTIST

Fred Hembeck was the winner by a landslide

Fred Hembeck *713*
Francis Mao *66*
Brian Pearce *51*

PHIL SEULING AWARD

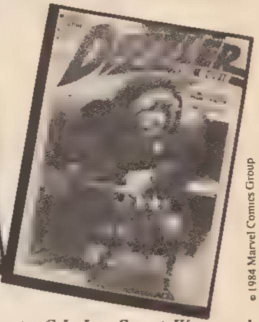
'New Teen Titans' was favorite direct-sale-only title

New Teen Titans 481
American Flagg! 394
Dreadstar 298
Jon Sable, Freelance 287
Cerebus 192
Infinity, Inc. 137
Marvel Fanfare 129
Marvel Age 117
Elementals 114
Alien Legion 113
Nexus 112

These are the results of a poll of comic-book readers. Ballots appeared in virtually all American comic books, and almost 6,000 comics fans cast their votes for their favorites in the comic-book field. The results were tallied by the editorial staff of ***The Comics Buyer's Guide*** *and appeared in the May 17, 1985 issue of that weekly newspaper.*

A MARVELOUS SHOWING

ALPHA FLIGHT



© 1984 Marvel Comics Group

If there was one result of the Fan Awards balloting that was not a surprise, it was the way Marvel won category after category.

Marvel publishes, after all, the best-selling line of comics, so it stands to reason that more people like Marvel comics than any others.

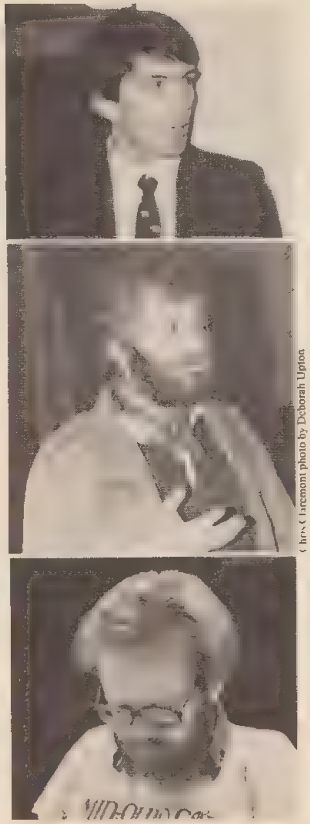
Marvel Editor-in-Chief Jim Shooter, the person most responsible for today's Marvels, was chosen favorite editor — by one vote over DC's Marv Wolfman. Other Marvel editors on the list of top favorites included Dennis O'Neil, Ann Nocenti, Mark Gruenwald, Archie Goodwin, Danny Fingeroth, Carl Potts, Al Milgrom, and Mike Carlin.

Chris Claremont easily won as favorite writer — no surprise, since he writes *The X-Men*, winner in the Favorite Comic category and best-selling American comic book today. Other Marvel writers in the top group included John Byrne, Walter Simonson, Jim Shooter, Roger Stern, and Louise Simonson.

(The Simonsons deserve special mention as a husband and wife who do not work together but who both made the top list, he for his work as writer-artist on *Thor* and she for writing *Power Pack*.)

John Byrne, writer-artist on *Fantastic Four* and *Alpha Flight*, was the favorite artist; about the time this issue goes on sale, he will switch his talents from *Alpha Flight* to *The Incredible Hulk*. Other Marvel artists finishing in the top group were Bill Sienkiewicz, John Romita Jr., Walter Simonson, and Paul Smith.

X-Men, regularly the top-selling comic book, was easily chosen top-favorite as well. Other Marvels in the winners' circle included *Fantastic Four, Alpha Flight, Amazing Spider-Man, New Mutants, G.I. Joe, Secret Wars,* and *Thor.*



Chris Claremont photo by Deborah Upton

(Top to bottom:) Fan-award winners Jim Shooter, Chris Claremont, John Byrne.

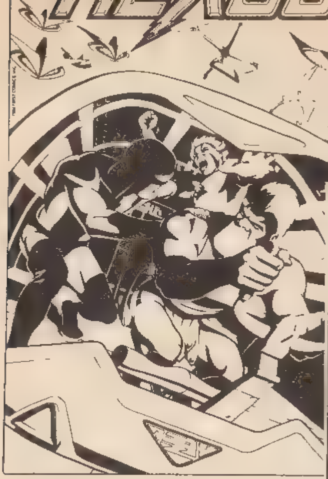
Four Marvel stories made the Favorite Story category; not surprisingly, they included an *X-Man* story, "Lifedeath," in which Storm came to terms with the man who had stolen her powers. Also on the list were "And One Shall Surely Die" for *Alpha Flight* #12, in which a team member died; the first *Secret Wars* series; and a sensitive story about "The Kid Who Collects Spider-Man!" which appeared in *The Amazing Spider-Man* #248.

When it came to Favorite Book, Marvel was back taking the lion's share. Three *Marvel Graphic Novels* — led by *Dazzler: The Movie* — made the list, including *Void Indigo* and *Swords of the Swashbucklers*, both of which became Epic Comics series immediately after their appearance as graphic novels. (*Void Indigo* was canceled after only two issues.) Another heavy favorite in the Favorite Book category was a Marvel paperback, *The Uncanny X-Men*, which reprinted the "Death of Phoenix" series.

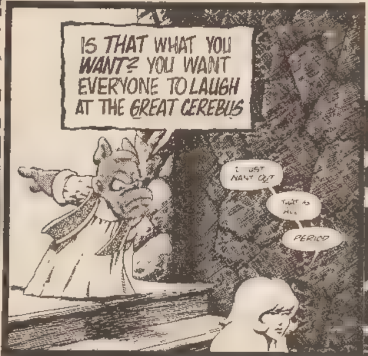
Marvel also scored well in the Favorite Character category (Wolverine easily beat the competition, and Spider-Man came in second) and Favorite Supporting Character (where Beta Ray Bill narrowly lost to Raul the cat from *American Flagg!* — joined by Mary Jane Watson, Nomad, and Wolverine; Wolverine's popularity is shown by his strong finish on both lists).

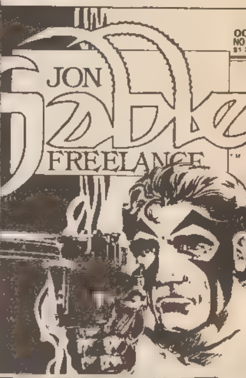
Marvel Age, a news-and-feature magazine about Marvel, did well in the Favorite Publication about Comics category and also finished in the winners' circle as one of the favorite direct-sale-only publications, along with *Marvel Fanfare, Dreadstar*, and *Alien Legion.*

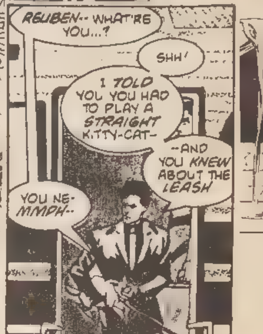
(Page 31 clockwise from the left:) **Nexus**, *Cerebus*, **Jon Sable**, *and Favorite Supporting Character Raul (being held by Reuben Flagg). (Page 32 clockwise from the left:)* **American Flagg!**, *The Elementals, and Favorite Publication about Comics* **Amazing Heroes.**



© 1984 First Comics, Inc., © 1984 Howard Chaykin, Inc., © 1985 Dave Sim


IS THAT WHAT YOU WANT? YOU WANT EVERYONE TO LAUGH AT THE GREAT CEREBUS
I JUST WANT OUT
THAT IS ALL
PERIOD




REUBEN-- WHAT'RE YOU...?
SHH!
I TOLD YOU YOU HAD TO PLAY A STRAIGHT KITTY-CAT-
--AND YOU KNEW ABOUT THE LEASH
YOU NE-MMPH--

LOOK BEYOND THE NEWSSTANDS

Awards recognize achievement. That rewards the creator of the work winning the award. But awards serve another, equally valuable function which benefits fans: Awards call attention to works of merit which fans might have overlooked.

The ***Comics Buyer's Guide*** Fan Awards, for instance, provide a chance for you to see what your fellow fans and readers consider to be the top comics on the market today.

Maybe you've followed all the **Marvel** titles, so the popularity of *X-Men, Fantastic Four, Alpha Flight, Amazing Spider-Man, New Mutants, G.I. Joe, Secret Wars*, and *Thor* didn't come as a surprise to you. And you might well be aware of such **DC** titles as *New Teen Titans* and *Legion of Super-Heroes.*

But have you been reading *Saga of the Swamp Thing* (now published as *Swamp Thing*), a DC comic book which has become a cult favorite since Alan Moore began writing the book last year?

And then there are titles that you might never have seen, if you buy your comics on the newsstand — titles like *American Flagg!* and *Jon Sable, Freelance* and *Cerebus* and *Elementals* and *Nexus.*

These titles and dozens more are available only in comics shops, by subscription, and through mail-order services. They never show up on drugstore comics racks, they have much lower circulations than Marvel or DC titles — and yet they are the strong favorite of many of your fellow fans.

First Comics, a publisher based in a Chicago suburb, is the fourth largest comic-book publisher (the top three are, in order, Marvel, DC, and Archie, all of which have comics distributed on newsstands). None of First's comics are sold on newsstands.

Voters in the ***CBG*** Fan Awards chose *American Flagg!* and *Jon Sable, Freelance*, both First Comics titles, as the seventh and eighth most popular titles, respectively, of all comic books published today. Those two titles, plus *Nexus*, another First title, also made the list of the 11 favorite non-newsstand comic books.

What are these comic books about?

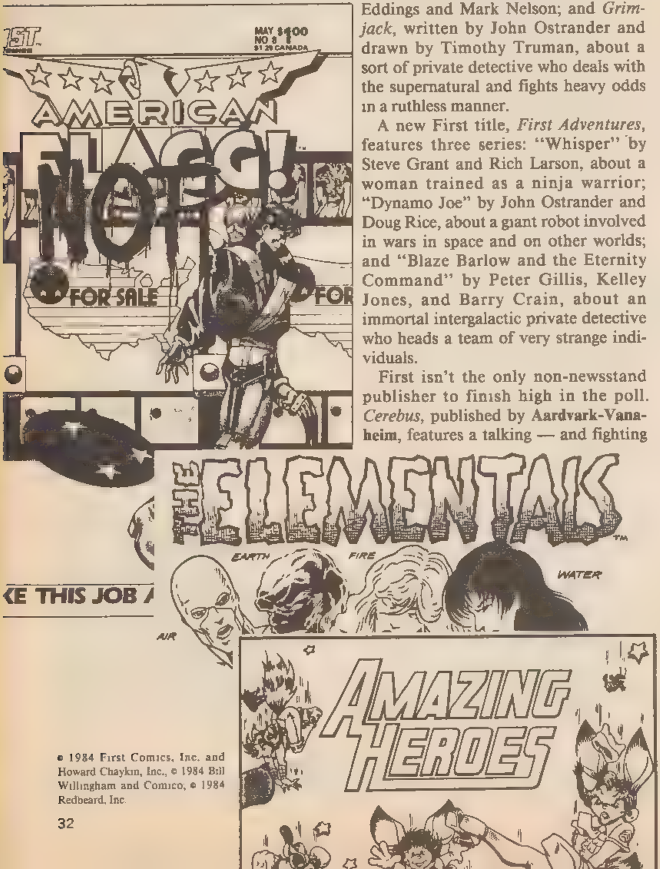
American Flagg! (the favorite 1984 comic book of almost 200 fans) is written and drawn by Howard Chaykin and is set about 40 years in the future. The world is being run by the TV broadcasters and the shopping malls. (Yes, the shopping malls.) Reuben Flagg, a former TV star, has been made a Plexus Ranger, charged with keeping the peace and constantly fighting attempts by various groups to take over the government, sell Chicago, or simply to commit murder and larceny on a grand scale.

Flagg is aided by Raul the talking cat

(chosen most popular supporting character in the *CBG* Fan Awards poll) and by Luther Ironheart, a naive robot. Stories generally last three issues, with plot threads continuing beyond that.

First Comics recently released the first three issues, plus some new material, as *First Graphic Novel* #3: *Hard Times*. It provides an excellent introduction to the series for $11.95 and is available from your local comics shop, from many comics mail-order services, and from the Waldenbooks chain of bookstores.

Jon Sable, Freelance is written and drawn by Mike Grell, creator of DC's *Warlord*. Sable is a mercenary soldier who gets mixed up in wars — and in rescuing his many friends from urban guerrillas and other modern dangers. The stories are grimly realistic — when Sable gets shot, it takes him a long time to recover, unlike most comic-book and TV heroes, who heal instantly.



© 1984 First Comics, Inc. and Howard Chaykin, Inc., © 1984 Bill Willingham and Comico, © 1984 Redbeard, Inc.

Sable will appear in a cross-over comic book with DC in which he will be teamed with Batman. Grell is writing and drawing the team-up.

Nexus, written by Mike Baron and drawn by Steve Rude, is set in the far future and concerns a super-hero who is being destroyed by his powers. He has dreams which force him to kill an assortment of villains, but the dreams are driving him insane.

Other First Comics titles include *E-Man*, a super-hero parody written by Nicola Cuti and drawn by Joe Staton; *The Badger*, about a super-hero who is literally insane, written by Mike Baron and drawn by Bill Reinhold and Jeff Dee; *Elric*, a sword-and-sorcery adventure adapted by Roy Thomas from the novels by Michael Moorcock, illustrated by Michael T. Gilbert and George Freeman; *Starslayer*, a Mike Grell creation about interstellar pirates, written by John Ostrander and drawn by Jon Eddings and Mark Nelson; and *Grimjack*, written by John Ostrander and drawn by Timothy Truman, about a sort of private detective who deals with the supernatural and fights heavy odds in a ruthless manner.

A new First title, *First Adventures*, features three series: "Whisper" by Steve Grant and Rich Larson, about a woman trained as a ninja warrior; "Dynamo Joe" by John Ostrander and Doug Rice, about a giant robot involved in wars in space and on other worlds; and "Blaze Barlow and the Eternity Command" by Peter Gillis, Kelley Jones, and Barry Crain, about an immortal intergalactic private detective who heads a team of very strange individuals.

First isn't the only non-newsstand publisher to finish high in the poll. *Cerebus*, published by **Aardvark-Vanaheim**, features a talking — and fighting — aardvark in a world very much like Conan's, only funnier. *Cerebus*, created, written, and drawn by Dave Sim, began as a parody of Marvel's *Conan the Barbarian*, but has become much more than that.

You can enjoy *Cerebus* without ever having read a Conan story or seen a Conan movie.

In recent years, Cerebus has risen to prime minister of a major country and is currently the head of his world's major religion. The stories are brilliant parodies with supporting characters who very much resemble the Marx Brothers, Rodney Dangerfield, and, occasionally, a nut who acts like various Marvel super-heroes.

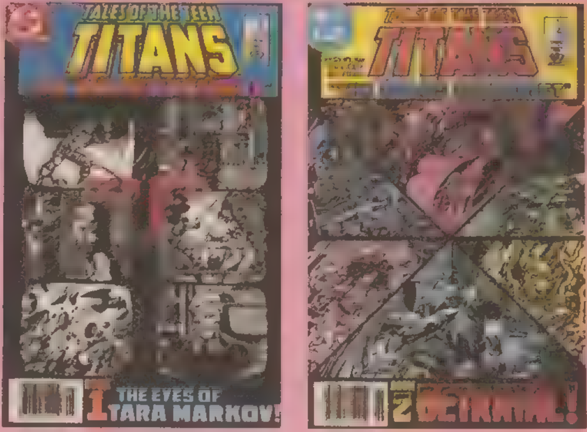
Comico the Comic Company, located in Norristown, Pa., publishes *The Elementals*, a super-hero group created, written, and drawn by Bill Willingham. *The Elementals* (four people each of whom has powers based on earth, air, water, or fire) was voted one of the 11 favorite non-newsstand comics.

Comico also publishes several comic books based on a Japanese animated TV series: *Robotech, the Macross Saga, Robotech Masters*, and *Robotech, the New Generation*, as well as *Mage* (about a reluctant super-hero battling supernatural invaders) and *Next Man* (about a super-hero created by the military who is revolting against his creators).

Other non-newsstand comics which did well in the poll without finishing in the top groups include some published by **Eagle** (*Judge Dredd, The Stainless Steel Rat, Judge Dredd's Crime File*); **Eclipse** (whose titles include *DNAgents, Crossfire, Miracleman, Sun-Runners, Pressbutton, Sabre, Alien Encounters*, and *Masked Man*); **Fantagraphics Books** (publisher of *Amazing Heroes*, which won in the category of favorite publication about comics — and for which columnist R.A. Jones, favorite fan writer, reviews comics — *Dalgoda*, and *Journey*); **Kitchen Sink** (*The Spirit, Steve Canyon Magazine, Megaton Man, Will Eisner's Quarterly*); **Mirage** (*Teenage Mutant Ninja Turtles*); **Renegade Press** (*Ms. Tree, normalman, Flaming Carrot, Black Zeppelin, Neil the Horse*); and **WaRP Graphics** (which originated *Elfquest* and now produces *A Distant Soil, Thunderbunny, Myth Adventures*).

There are other publishers — and more coming — but you'll find them for yourselves once you discover the pleasures to be had when you look beyond the newsstands.

SUPER RESPONSE FOR A SUPER GROUP


TALES OF THE TEEN TITANS
1 THE EYES OF TARA MARKOV!
TALES OF THE TEEN TITANS
2 BETRAYAL!

The comic-book covers shown on this page and the next appeared on the issues in which appeared comics fans' favorite story of 1984· "The Judas Contract."

© 1984 DC Comics In

One of the biggest winners in the *CBG* Fan Awards poll was DC's best-selling super-group, The New Teen Titans.

The newsstand comic book (originally called *The New Teen Titans* and changed to *Tales of the Teen Titans* during 1984) was second only to Marvel's *X-Men* as the fans' favorite title. The non-newsstand deluxe-paper edition, *The New Teen Titans*, was chosen favorite direct-sale-only title.

And the cover of the first issue of the deluxe-paper *New Teen Titans* (shown on Page 28) won the Favorite Cover category.

In addition, the group's creators scored high: Editor-writer Marv Wolfman was second only to Marvel Editor-in-Chief Jim Shooter as favorite editor and placed third as favorite writer, behind Chris Claremont (*X-Men*) and Alan Moore (*Swamp Thing*). Editor-artist George Perez came in a close second to John Byrne (*Fantastic Four, Alpha Flight*) as favorite artist.

But it was in the category for favorite story that the Titans really showed their strength, taking the top two places.

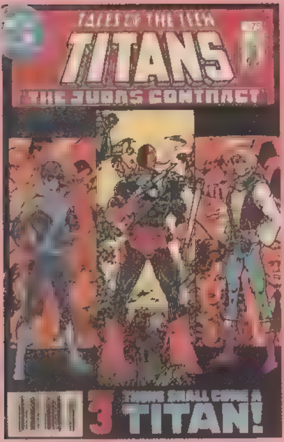
Favorite story of the year was "The Judas Contract," which ran in *Tales of the Teen Titans* #42-44 and then concluded in *Tales of the Teen Titans Annual* #3. This four-part story involved the Titans in battle with one of their bitterest foes (The Terminator), saw them betrayed by one of the Titans, introduced a new member to the team, and ended with the death of a Titan.

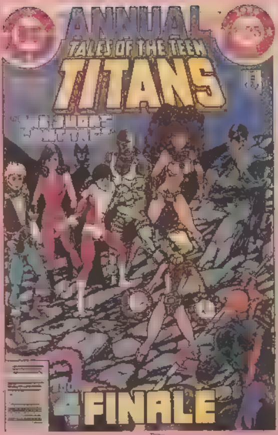
Events in that action-filled story affected the group profoundly and story-lines created by it continued months later.

Second place was taken by a shorter story, the complete-in-one-issue "Who Is Donna Troy?" from *The New Teen Titans* (the newsstand version) #38. Unlike "Judas Contract," this story involved no life-and-death struggles, no protracted fights. Instead, it told how Dick Grayson, using the detective skills taught him by Batman when Dick was Robin, unraveled the mystery behind the origin of Donna (Wonder Girl) Troy, an origin even she hadn't known. Readers found the story moving.

Wolfman frequently demonstrates an ability to tell a compelling story without resorting to long battles and flashy super-villains. In *Tales of the Teen Titans* #50 (cover-dated 1985 and so not eligible for this year's Fan Awards), the entire double-sized issue was devoted to the wedding of Donna Troy. And, unlike almost all other comic-book weddings, there were no super-villains attacking, no battles, no universes in peril — just friends getting together for a wedding, talking out old problems, and reaching understandings. No super-villains were present ("They weren't

Marv Wolfman received 623 votes as Favorite Editor and 707 votes as Favorite Writer in the 1984 fan favorites balloting.





© 1984 DC Comics Inc

invited," Wolfman said) and, while there were many super-heroes attending, none of them was in costume.

If you think from that description that the story was dull, you're mistaken. It was an important, emotion-packed story, one which certainly will get many Favorite Story votes in next year's awards poll.

All members of the Titans received strong support as favorite characters or favorite supporting characters, with Titans leader Nightwing (Dick Grayson, formerly Batman's sidekick, Robin) finishing in the top nine.

The Titans, as readers of ***Comics Collector*** for Spring 1984 know, began 20 years ago in *The Brave and the Bold* as a group made up of Robin, Kid Flash, and Aqualad. They appeared in 53 issues of their own title before it was canceled in 1978.

After two years in limbo, the group was revived, with an almost all-new membership, by Marv Wolfman and George Perez. New characters were added — Starfire, Raven, Cyborg — and old ones were revamped, with Robin becoming Nightwing and Beast Boy (a part-time member of the old group) becoming Changeling. Kid Flash and Aqualad have appeared with the group, as has Green Arrow's onetime sidekick Speedy, but none of them is currently an active member of the group.

The New Teen Titans rapidly became DC's best-selling comic book.

Last year, DC tried an experiment with *Titans* and with *Legion of Super-Heroes*, the company's second best-selling super-group title. Each is published for direct-sale-only outlets in a deluxe paper, $1.25 edition (*The New Teen Titans, The Legion of Super-Heroes*). Then, a year later, those comics are reprinted in a 75¢ newsstand edition (*Tales of The Teen Titans, Tales of the Legion of Super-Heroes*).

DC calls this its "hardcover-softcover" plan, comparing it to the way a book is published in hardcovers and then, about a year later, as a soft-cover paperback book.

During the first year of the plan, Wolfman had to write two comics a month about the Titans but now, with the first issues of *The New Teen Titans* appearing in *Tales of the Teen Titans*, he is able to concentrate his efforts on one title a month — and he says there are going to be major developments in the lives of the Titans.

Among the developments is the marriage of Starfire — and she is *not* going to marry Dick Grayson! The Titans will travel with her back to her home planet where, Wolfman promises, there will be developments which will change the team forever.

Those developments, judging from Wolfman's record as a writer and editor, almost certainly will lead to more stories as popular with readers as the winners in this year's ***CBG*** Fan Awards.

WHO VOTED?

When comics fans sent in their ballots, those ballots gave a picture of comics fandom today.

Obviously, not all fans voted; the ones who responded were those who cared enough about comics to pay almost a quarter to express an opinion. (There were hundreds of voters from outside the U.S., as well. It was an international turnout.)

Here is a look at the age of the voters (where given; hundreds declined to give their age). The first number is the age; the second is how many of that age voted:

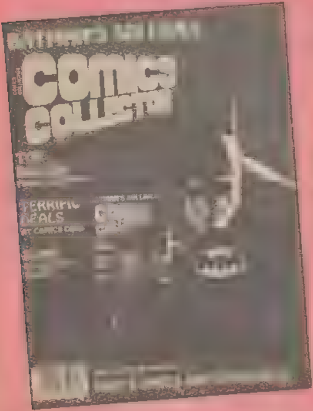
5: 1
6: 1
7: 1
8: 10
9: 16
10: 55
11: 115
12: 237
13: 472
14: 646
15: 596
16: 501
17: 295
18: 271
19: 245
20: 242
21: 213
22: 153
23: 143
24: 144
25: 145
26: 130
27: 112
28: 101
29: 93
30: 112
31: 93
32: 93
33: 64
34: 48
35: 41
36: 23
37: 23
38: 11
39: 9
40: 4
41: 6
42: 5
43: 2
44: 4
45: 1
46: 4
47: 1
48: 2
49: 2
52: 2
55: 1
67: 1
76: 1

The most common age was 14 years; the age with an equal number above and below it was 17, and the arithmetical average age was 19.13.

Of those who gave their gender on the ballot, 5,579 were male and 309 were female.

10,000 updated

every three month


COMICS
COLLECTOR
TERRIFIC
DEALS

Keep tr
collection
updated p
comics or
benefit by

Articles
columns,
writers an
COLLECT
collection

Get **The**
when you
this form.

HURRY

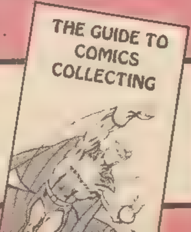
FRE
when y
COMIC
Limited
on bac

[illegible]

rack of the value of your comics
with the help of **COMICS COLLECTOR's**
price guide. Whether you have 100
1,000 in your collection, you can
subscribing to **COMICS COLLECTOR.**
on comics history, collecting tips,
and in-depth interviews with artists,
d publishers make **COMICS**
OR a great addition to every collector's
!

Guide to Comics Collecting FREE
subscribe to **COMICS COLLECTOR** on

! Supplies are limited.



E

ou subscribe now to
S COLLECTOR!
d supply. Subscribe
k of card.

ORDER FORM

Mail card with payment to:

COMICS COLLECTOR
Circulation Department
700 E. State Street
Iola, WI 54990

Start my subscription for the following term and send me **FREE** The Guide to Comics Collecting:

( ) 1 year (4 issues) $8.95
( ) 2 years (8 issues) $16.50
( ) 3 years (12 issues) $24.00
( ) New subscription
( ) Renewal/extension
( ) Check or money order enclosed
( ) Charge to MasterCard/VISA

Account # ____________________

Expires: Mo __________ Yr ________

Signature ____________________

Name ____________________

Address ____________________

City ____________________

State ____________ Zip ____________

Foreign addresses including Canada and Mexico, please add $5 per year for additional postage and handling. All payments must be made in U.S. funds or by a check drawn on a U.S. bank.

AF7

The Gui
be relying
comics are
advanced a

COMICS
four times
colorful art

Subscrib
Guide to C
FREE book

[illegible]

THE GUIDE TO COMICS COLLECTING

de to Comics Collecting is a great reference booklet you ' on often. A complete comics glossary and a mini-history o' e just two of the useful subjects covered in this guide for and beginning collectors

COLLECTOR contains the only price guide that's updated **a year!** Keep track of the value of your collection and get ticles on comics of all eras and types

e now to **COMICS COLLECTOR** and you'll receive **The omics Collecting** FREE! Subscribe now as supplies of our let are limited.

Circulation Dept.
700 E. State Street
Iola, WI 54990

SAVE MONEY!

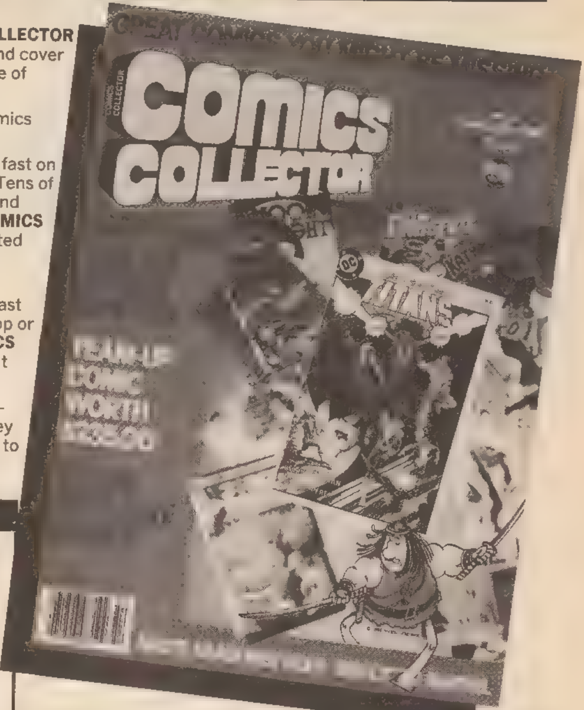
Subscribe here to **COMICS COLLECTOR** and save money off the newsstand cover price **PLUS** have the convenience of home delivery four times a year!

More than 10,000 updated comics values in each issue!

COMICS COLLECTOR sells out fast on newsstands across the country. Tens of thousands of comics collectors and fans have come to depend on **COMICS COLLECTOR** each issue for updated comics values and great in-depth articles on comics from all eras.

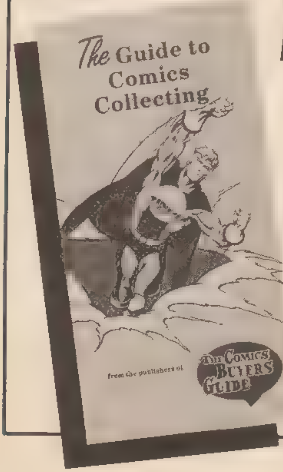
If you've missed issues in the past because your favorite comics shop or newsstand was sold out of **COMICS COLLECTOR,** make sure it doesn't happen again!

Subscribe on the form below — get home delivery plus save money off the newsstand price. (Save up to $6 on a three year subscription!)



FREE when you subscribe . . .

The Guide to Comics Collecting. Great reference material for beginning and advanced collectors!



ORDER FORM

Clip and mail with payment to

COMICS COLLECTOR
Circulation Department
700 E. State Street
Iola, WI 54990

Please start my personal subscription to **COMICS COLLECTOR** for the following term plus send me the **FREE** Guide to Comics Collecting:

( ) 1 year (4 issues) SAVE $1.05* $7.95
( ) 2 years (8 issues) SAVE $3.00* $15.00
( ) 3 years (12 issues) SAVE $6.00* $21.00

*Savings based on $2.25 cover price

( ) New subscription
( ) Renewal/extension
( ) Check or money order enclosed
( ) Charge to MasterCard/VISA

Acct. No. ______________________

Expires Mo. ______________________

Signature ______________________

Name ______________________

Address ______________________

City ______________________

State __________ Zip __________

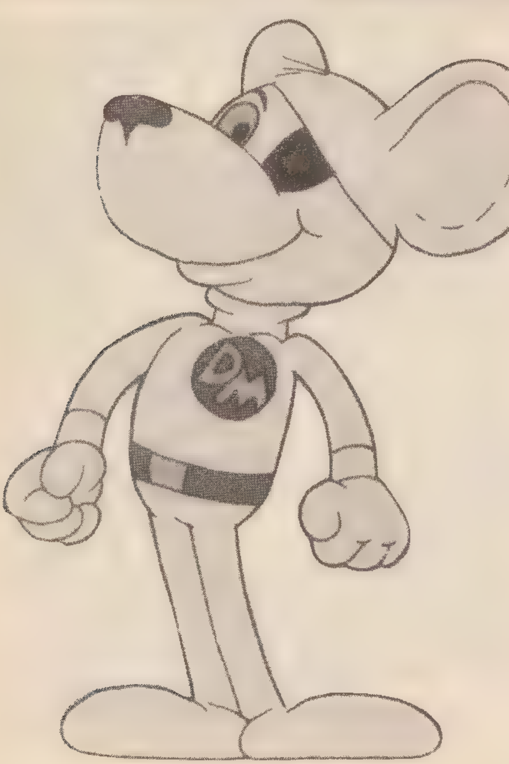
Foreign addresses, including Canada and Mexico, please add $5 per year for postage and handling. All payments must be made in U.S. funds or by a check drawn on a U.S. bank.

Published in full color four times a year.

AF4

BRIAN COSGROVE

A TALK WITH THE DIRECTOR/ CO • PRODUCER OF "DANGERMOUSE"



© 1985 Thames Television

*[**Interviewer's note:** In the March 15 issue of **The Comics Buyer's Guide**, I did a column about a British cartoon series called **Dangermouse**, which airs in the U.S. on the Nickelodeon cable channel. The response was good. For a time, one out of every 10 letters we received was about **Dangermouse**. In addition, each of these letters was favorable towards the series.*

*With a response that good, a follow-up was only natural. I contacted Thames Television, the network that airs **Dangermouse** in England. They in turn put me in touch with Brian Cosgrove — who, with his partner, Mark Hall, produces the series. Mr. Cosgrove also directs **Dangermouse***

By Kim Metzger

*Cosgrove had worked with ITV for nine years. His first cartoon series for television, **The Magic Ball**, was made in 1970 and won awards at the Chicago and Venice festivals.*

*In 1971, Cosgrove formed an independent production company with Hall to produce cartoon and puppet commercials and entertainment films. He produced and directed a Granada-TV-commissioned animated version of the Flanders/Horowitz musical **Captain Noah and his Floating Zoo**, which received great critical acclaim.*

Cosgrove-Hall Productions was set up in 1976 as a subsidiary of Thames Television.

*From the outset, the intention was to make the **Dangermouse** series look different from American imports by using "real" backgrounds and an original style. For each second of **Dangermouse**, 25 animated frames need to be produced — and nearly 15,000 frames are used for a 10-minute episode. It is very much a team effort, and more than 35 staff members are now involved in the animation, which involves the drawing of each frame, which is then painted, filmed under a special rostrum camara, and finally edited.*

***Dangermouse** is now in its seventh series in England and has been sold to 37 countries. The following interview was conducted by phone on April 30, 1985.*

I thank Mr. Cosgrove and Shelagh Pymm, Assistant Press Officer at Thames Television for their time, assistance, and patience.]

*I understand **Dangermouse** has run for seven seasons.*

Seven *series* — seven series of films. At the moment, we are into producing Series Eight. A "series" of films here does not necessarily consist of an identical number of films. I think three series, maybe four series, had 13 films each of 10-minute or 11-minute runs. I think there were two or three series where we were doing 25-minute serialized ones; they were five five-minuters, making up one story. We did two or three series of that type of production.

At the moment, we're currently into making 25-minute films as a total: one story in 25 minutes. We've got six of those in production.

Altogether, with the seventh series, we have something like 140-odd films. And these that we're doing now are separate, on top of the mark.

Aside from the greater length and the work that entails, is there anything else about a 25-minute episode that's harder to do than for a five-minute episode?

No, I don't think so. I think we are now reasonably competent in telling stories.

When we were doing the 10-minute films, we produced them in the fairly classical way. We will come up with a story or idea, then Brian Trueman, our writer, will write the script. We will record that, then do a storyboard from that recording.

Frankly, what usually happens is that the script comes out far too long. We always seem to have far too many verbal gags. Then the actors get hold of it and they enjoy themselves and we ad-lib a little bit. So the 10-minute films usually time out about 20 minutes, anyway.

Now we've gone on to 25-minute films. They're still coming out even longer. So we've never found the problem in required length. No, no difficulties.

Thames told us that ***Dangermouse*** *is something of a team effort.*

It is very much a team effort. I think we did two, maybe three, pilots. I tried out different actors, and we animated to those voices. When Dangermouse came out a bit boring, you put that film on one side and you say, "We'll have another go at it."

And eventually, I tested David Jason, the man who now does the voice. He's a popular television comedian over here. He has quite a remarkable ability, really, for putting a different voice on and losing his own personality. He's one of those actors, I'm sure you've got many of them in The States, who do voice-overs for television commercials as well. He's got his own television show, his own comedy show. And his television ratings are very high over here.

But he also does voice-overs on commercials. He has that odd ability: You don't know it's him, if you can't see his face. And he can create voices — quite an unusual type, I think. He came up with Dangermouse, and for me it was all there. He put so much life in it.

He's also the narrator of the series, the rather crazy narrator we have. He also does occassional odd voices of other characters, and there's no way that anybody'd spot who he is. He's a great mimic; he can do Red Indian voices and all sorts of things. He's a very good guy.

Perhaps like Mel Blanc over here?

Very much so. Mel Blanc is the classic example, isn't he, of the guy who can, with his voice, lose himself in the character? You don't think of Mel Blanc. You think of Bugs Bunny and you think of Daffy Duck and you think of all those other classic characters. But you don't think of one guy doing it. He *becomes* the character.

And it is an unusual talent. If another actor did it, you'd know who that actor was. It really is quite special, I think. There's very few of them around, in my experience.

© 1985 Thames Television

Mark Hall (left) and Brian Cosgrove (right) are the co-producers of the ***Dangermouse*** *animated cartoon series for Thames Television.*

The fellow who does Penfold is another quite well-known television comedian over here. He also has his own show. But there is no doubt at all that, when you hear that, you hear Terry Scott. Everybody over here knows Terry Scott's voice. They know that Penfold is Terry Scott. There is no attempt at disguising his voice. So he's different. He's just right for the character.

A number of people who've seen ***Dangermouse*** *say that they think Penfold is the real star of the series. Would you go along with that?*

[Laughs.] It's quite funny, really, you see, because this is recorded historically that Penfold just came in off the street. He's not a trained assistant spy. He just came in off the street one day, and Dangermouse, being a little bit soft-hearted, didn't have the courage to kick him out. He just carried Penfold around with him.

Penfold is one of those hero-worshipping people who just thinks Dangermouse is terrific. Penfold's a big fraud — but he's lovable. I know people acquire an affection for him, but that's great.

Don't say it to Penfold, because he'll be after top billing.

Who are some of your inspirations in the animation field?

I don't think there's any doubt that all the American animators have done in the past has influenced people like me.

The Warner Brothers films, the Tex Averys, all those fellows are the classic animators in our business. What Disney did — it's very nailed to the wall. You can't ignore it. You can't go back.

We're aware of what the high standards of the business are. We try to get as close as possible to that. We mustn't be blind about it — what Disney did and what the Warner Brothers people did. They're there.

We've got some good animators over here Some of the London animators are producing commercials out of the classic mold, so it can still be achieved.

Our task is to try and do it within the television system with smaller budgets.

Are you familiar with the work of Jay Ward and Bill Scott, the ***Rocky and Bullwinkle*** *team over here?*

Oh, everybody asks me this! I know that there seems to be a parallel in the humor. I have seen them in the past — but, in all honesty, it's not something that one was thinking of when we devised *Dangermouse*. I mean, I wouldn't be averse to saying that, if it was, because I tend to think that, whatever you do, you are influenced by so many things.

When one makes something like this, it has little bits of everything. We have *Monty Python* and *The Goon Show* over here.

I tend to think that all those influence you as an individual; what you put down is part of our influence. I've seen *Bullwinkle*. It was quite a long time ago wasn't it?

It's really quite sharp — a sharp, funny series. One was a squirrel and one was — um, oh gosh — wasn't he a deer or bull moose?

A moose, yes.

A bull moose. I do remember seeing them, and they were very funny and very witty, straight out of the American mold. You know, they're for children, but nevertheless, adults can look at them — which is the sort of material we try to make. But we certainly weren't thinking of that when we made *Dangermouse.*

It's a coincidental parallel. I mean, they are just vehicles for humor, aren't they, and valid and justifiable? *Bullwinkle* is a terrific series. But, in all honesty, I couldn't say it was one we were thinking of when we started out on *Dangermouse.*

Do you know how many episodes of ***Dangermouse*** *are available here in America right now?*

All the ones up to Series Seven. That's all 140-odd episodes. But they're packaged differently for The States.

You tend to take them in the longer swath; it's about 20-odd minutes, I think, on cable. So we would put two of the 10-minute films together; that would be one show.

Then the ones that were five-minute episodes: We would join them up and make one 20-minute show out of that, so some would be cut out.

And the ones we're doing now, the 25-minute ones, will be trimmed down a little to fit the slots that you have, which are about 22½ minutes.

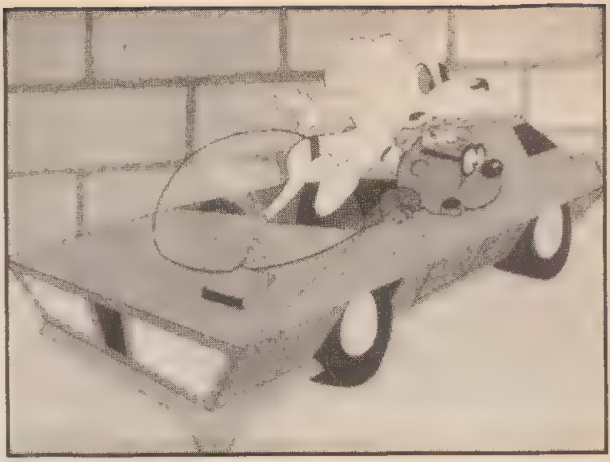
A videocassette collection of some of the cartoons has just been released in America. Do you know if those consist of complete cartoons?

No. I put them together. I think you've got #1 out in The States, which is an hour-long tape containing — gosh, how many shows has it got?

It has "Custard" on it, I know that.

Yes. I think it's something like over 60 minutes. We try to give good value for money. I think there's two of the 25's. I really can't remember.

That was one videotape. Since then, over here, I've put together five in all. I think it was one of the Scandinavians who've bought five hour-long tapes. So we've had three out here — or maybe four. We could go on putting out the commercial tapes for as long as the public buys them, really.



© 1985 Thames [illegible]

I think you might have #1.

So far there haven't been any major female characters in ***Dangermouse****. Are there any coming up?*

Well, it's always a tricky one, this. Our business is one of characters who are grotesque. If you draw a female character, you want her to be feminine. And you have to do her — well — watered-down.

She's got to be pretty-pretty and go around sighing and having hearts coming away from her. You have to almost be insulting to women, because women are not like that.

The other way of treating a female character in cartoons is witches and so on. But then you're not really drawing a woman. It's more like a man, a caricature, grotesque again.

It's a little bit difficult because I don't think you can laugh at women.

It's always a tricky one. We do a number of different series over here. We do stories for very young children where you've got mums and little girls. And there they are treated like real little girls and they *act* like real little girls.

If you've got a cartoon series like *Dangermouse*, where you're dealing with more robust humor, it's very difficult to find a place where you could put a girl. If you put, say, a Russian female spy in it, I don't know, it doesn't seem to work somehow. We don't seem to be able to laugh at girls.

One cartoon was about Fifi, a lost love of Dangermouse's.

[Laughs.] Which got him very embarrassed.

Yes, Penfold knows about a lost love of Dangermouse's, a young lady in Paris. Dangermouse gets rather embarrassed about it. I think there's a certain charm about that. I think that's the right way to think about it. Love is a precious thing.

Dangermouse was lucky enough to have one at one time, and I can understand about him being slightly embarrassed.

One of the favorite minor characters over here seems to be Quark's robot, Grovel. Do you know where the idea for him came from?

That was Keith Scobele, one of our designers.

Grovel is a sort of robot-butler to J.G. Quark. Quark arrived here to claim Earth, because he'd been left it in his grandfather's will or something and he'd come to collect the Earth. And he brought with him this robot. It just seemed like a good idea at the time.

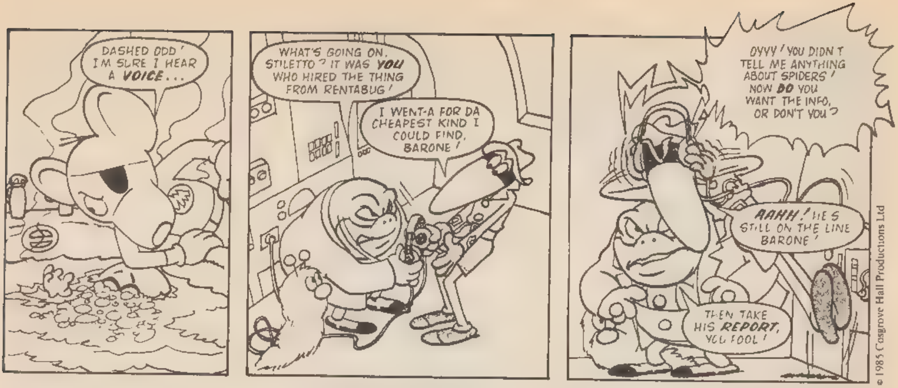
You call him "Grovel," and every time you say it he falls on his face and grovels. We got quite a bit of fun out of that.

Do you get very much fan mail from America?

No, not a lot. We've got the odd one or two now. We write back to them. We've picked up one or two friends writing to us direct.

I think Nickelodeon, the cable station, gets quite a lot of mail. It doesn't, at this stage, get filtered back to us. I know that they get it, but it's not filtered back to us, no.

We've noticed that, among the people to whom ***Dangermouse*** *appeals over*


DASHED ODD! I'M SURE I HEAR A **VOICE**...
WHAT'S GOING ON, STILETTO? IT WAS **YOU** WHO HIRED THE THING FROM RENTABUG!
I WENT-A FOR DA CHEAPEST KIND I COULD FIND, BARONE!
OYYY! YOU DIDN'T TELL ME ANYTHING ABOUT SPIDERS! NOW **DO** YOU WANT THE INFO, OR DON'T YOU?
AAHH! HE'S STILL ON THE LINE BARONE!
THEN TAKE HIS **REPORT**, YOU FOOL!
© 1985 Cosgrove Hall Productions Ltd

Dangermouse hears a bug hired by Baron Greenback to bug Penfold's bathtub. (The bug was just attacked by a spider who already happened to be in the bathtub drain.) Characters in the first two panels: Penfold, DM, Nero, Greenback, Stiletto.

here are children, of course. In fact, our ad manager told us that his little girl likes the show so much that she's been asking for an eyepatch.

[Laughs.] Really? That's nice!

Yes. And the people to whom **Doctor Who** *appeals here seem to like* **Dangermouse** *a lot. Is there any sort of cultish thing to* **Dangermouse** *over there that you've noticed?*

Oh, yes! He did become a sort of cult thing over here. Well, he still is, to a certain extent.

We had a group in Oxford University who formed themselves into a fan club and wrote us letters about it, which only shows that humor is a pretty far-reaching thing. We've had police stations and army units who formed themselves into clubs.

Yes, it's been sort of a cult thing over here. My oldest daughter is in a university on the other side of the country.

When she first went there, she was a little bit worried about it. Being modest and a girl, you don't want to go along there and say that your father does *Dangermouse*. They tend to be a little bit quiet about it. When she got there, the campus was full of people all wearing Dangermouse badges.

I think she's become quite proud of me. [Laughs.] But yes, that has happened over here.

I understand there's something like 250 pieces of merchandise from **Dangermouse.**

Yes, it's coming very well. It covers the whole range of items, slippers, T-shirts, clothing and pajamas, jigsaw puzzles, publishing of all sorts, games, kiddies' erasers, rulers, pencils, and computer games. It just goes on and on and on: soft toys, sort of wind-up things.

Is there such a thing as a Penfold wind-up toy?

Well, they all seem to have gone for Dangermouse. I suppose, again, that's understandable. Manufacturers, when they get into these things, they're wary people. They're careful with their money. They've gone for the main figure, Dangermouse.

A lot of people were surprised that we didn't get merchandising on Nero, Greenback's little pet caterpillar. And I think I was, too, to be honest, because around the company here we must split it 50-50, men and women, animators and designers, and so on. And all the women seem to be mad on Nero, a cuddly sort of caterpillar. It was a big surprise that they didn't pick him up.

Have you gotten any offers for anything from manufacturing over here?

We are in the process of establishing a merchandising agent over there — it's not settled yet — in New York.

Then we will be going after licensees. But we have had a number of people who do want to take out licenses on the character. We've been holding back up to now, because he's only shown on the Nickelodeon channel. Well, I say "only." I mean, it's something like 26 million homes which, from this side of the water, is a pretty enormous viewing number compared to our television. But over there in The States, I suppose it's reasonably small, because you've got about 300 million people over there, haven't you?

What we're starting to do is talk about syndication and pushing the series all around The States. That's the plan. We're setting up a merchandising agent now, and it'll be a different thing. It'll be done in a bigger way than if we take just the first one or two.

Have you had any complaints about violence in **Dangermouse** *over there?*

No, no. I think we — oh, how can I put it?

I myself did never find any offense in the sort of violence that I know is being condemned in The States that was in the Warner Brothers films. I personally never found that offensive.

But, then, I'm an adult and I think we can take more robust humor.

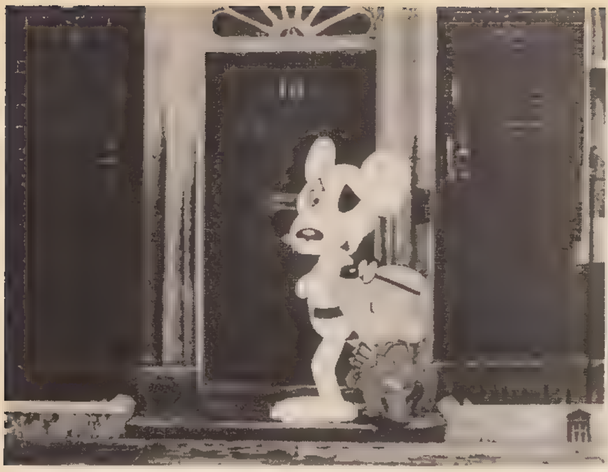
I think it is right and proper that the groups that you're talking about are concerned about violence and protective of youngsters. I like to believe that what we've done with *Dangermouse* comes from the sort of people that we are. I don't think we're violent people. I don't think we could put things in it that would be offensive to people. That's my view.

I could always be wrong — but we've had lots of people saying that *Dangermouse* doesn't contain violence, that we've managed to be witty and humorous without unnecessary violence. But I think I'm going to leave that to other people to judge and make their decisions rather than me.

I would stand behind *Dangermouse*. I would honestly hope that those groups would not find anything offensive in it. And, if they did, I would be hurt and really quite disappointed, since we've set out to produce a series of stories that youngsters and adults can look at and get pleasure from.

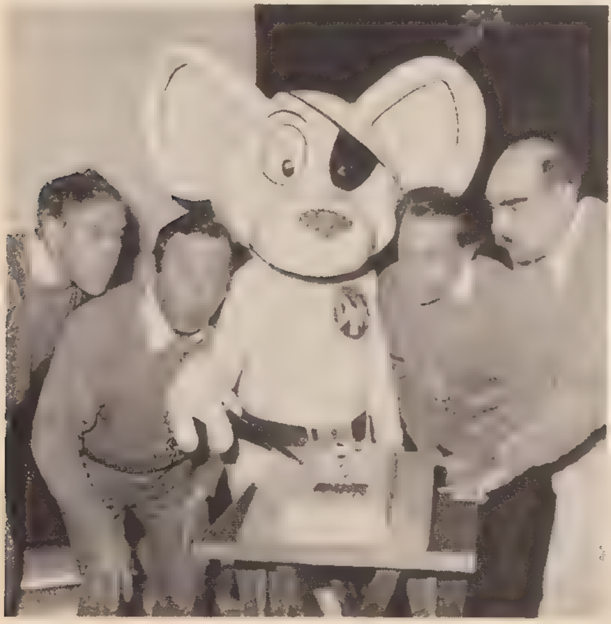
What were some of your favorite cartoons when you were young?

Well, mainly American ones, of



© 1985 Thames Television

(Above:) Dangermouse and Penfold wait on the doorstep of 10 Downing Street, residence of the Prime Minister of England. (Below:) This commemorative photograph was taken at Dangermouse's fifth birthday party. Blowing out the candles (while DM cut the cake) were (left to right) Brian Trueman (writer and performer), Terry Scott (voice of Penfold), David Jason (voice of Dangermouse), and Edward Kelsey (voice of Baron Greenback).



© 1985 Thames Television

course. Bugs Bunny and all of those guys, the Tweety Pies and Sylvesters. They're so maturely humorous, aren't they?

They're not "twee," they're not done for little babies, they are done for the child that's in an adult and the adult that's in the child, I think.

I look at children and I'm not altogether sure that I feel beyond, say, about five, that that's what you think of as a child. We just think they're sort of adults, just a little bit littler. In other words, what we try and do is credit them with a degree of intelligence.

Those youngsters live in the world that we live in, and I think their environment is quite a mature one with television. We try to produce humor in what I think the Warner Brothers guys did, where an adult could look at it and get a smile and the children could, as well.

My favorites were certainly the Warner Brothers films, certainly Disney.

I like what Don Bluth did with *The Secret of NIMH*. I thought that was a beautiful film.

It is sad that his firm has gone bankrupt; I'd noticed that he'd gone into working on computer games, which puzzled me because *The Secret of NIMH* was *beautiful*, and he deserved, in my view, to get support for more films of that type.

I felt he'd gone back to what Disney was a long time ago. There was so much fun in *NIMH*. That crow that he had in it was a beautiful piece of character animation, beautiful stuff.

Did you have any idea ***Dangermouse*** *was going to be when you were putting it together?*

No! No way, no!

When we set this company up, I had a small group of designers. My partner, Mark Hall, and I had a company before this.

We set this one up with the Thames Television company. We kept our small group of people together. *Dangermouse*, effectively, was always like a training ground where I got a new team together and I said, "We're going to have some fun with this. We're going to enjoy ourselves."

It's a little bit of a surprise that it's taken off the way it has. That really is a point I was going to make about the publicity piece you were sent. It says it was nominated for a British Academy of Film and Televsion Arts award, a British Oscar. It's been nominated for four.

Its viewing figures over here are consistantly high. So we're reaching the spot.

That makes you feel good.

It means that the things that make us smile, the sort of programs that we want to make, people enjoy watching. Yes, it's a bit of a surprise, but very, very pleasant.

For our other films, by the way, we've won the BAFTA award twice.

We also won an Emmy last year, one of your American International Emmys.

*Was the Emmy for **Dangermouse**?*

No, it wasn't. It was for a model-animated version of *Wind in the Willows* that Mark Hall directed.

By models, do you mean clay models, clay animation?

No, it was more like they are framed figures, with a mechanical skeleton inside, and you move them a frame at a time, stop-motion.

*Is **Dangermouse** shown at 5 p.m. in England every Monday through Friday?*

No, it doesn't go out every day here. At the moment, it's going out once a week.

One of the biggest problems we've got, frankly, is turning out the required number. I mean, the seven series that we've done were four years' work.

We're starting another couple of years' adding to that. But the American networks want something like 65 half-hours. It's difficult for us to do that.

I think what we've got over there in the package is about 40-odd half hours. So when it goes out over here, it's taken us 12 months to do 13 10-minute films.

The way we've put them out in the past is twice a week: one on a Tuesday and one on a Thursday, I think.

When we were doing the five-minute films, then they did go out one five-minute film every day. But we haven't got a production flow to turn out a 10-minute or 20-minute film and put it out every day.

What sort of neighborhood is Wilsdon-Green, which is constantly referred to in the scripts?

[Laughs.] It's a small suburb of London. And don't be fooled by the word "green," because London's a pretty built-up area now, anyway. There is nothing particularly special about it. I mean, you could apply it to your own locality, wherever you live.

We work here in a place called Chorlton-cum-Hardy. There's a sort of humor in that name, isn't there? It's a funny thing; it rolls off the tongue. You can get a private smile out of something like that, and it's in that vein, Wilsdon-Green. It's nothing special.

Do you have any particular favorites among the episodes that you've done?

Yes, one called "Time Slip." That's one of my favorites.

"Time Slip" is one where they get sent back into time, the time of Robin Hood. And they're effectively doing what we have over here, a Christmas pantomime.

Dangermouse has to wear Robin Hood's hat, and Penfold is dressed sort of in Lincoln green. He's called "Very-Little John."

Is that where the announcer is in control of the show?

That's it. The announcer is in control. I like that one.

We've done one where Greenback's device was putting the spines from cactus into people's seat cushions, and it causes an awful lot of havoc. Dangermouse goes over to Mexico to sort it out and gets involved in a bullfight. I like that one.

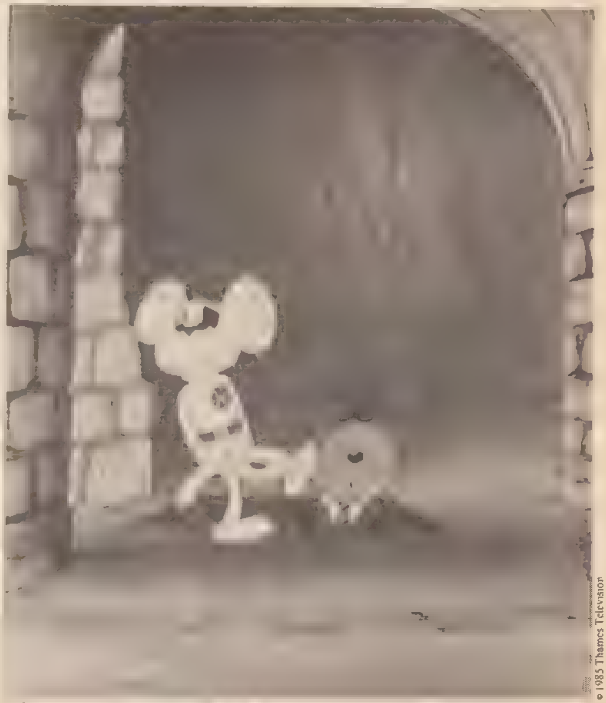
I don't know. There's quite a lot that I like. There was one called "Trouble with Ghosts" that I quite liked. I thought it was one of our stronger ones.

A favorite over here seems to be "Play It Again, Wufgang."

"Play It Again, Wufgang" was a fun one, because he was a crazy character that we enjoyed working with. And the animation I was particularly pleased with. They were working to a recorded tape and they were marching to marching music. I think he'd stolen all the special effects music, that's what it was. Yes, that was a good one. There's some nice animation in that one.

There are some animation studios over here which would be afraid of doing something like that, having the characters realize that they are cartoon characters. They're afraid it would upset the "illusion of reality."

Really? Oh, no. I think you've got to break rules. I think it's lovely to break rules. I think we've had Dangermouse say, when he's in a particularly tight spot, "Oh, well, never mind, it's only a cartoon." I think that's funny.


© 1985 Thames Television

Dangermouse, [illegible] over the head, starts to follow Penfold into one of Baron Greenback's many traps.

DANGERMOUSE: MOUSE IN A MILLION

By Martin Lock

Dangermouse, that superlative secret agent, has been a great success in Britain. Created by Brian Cosgrove and Mark Hall of Cosgrove/Hall Productions Limited, he has been a regular star of British television since his debut at 5 p.m. Monday, September 28, 1981.

His initial run was of 10 episodes, shown twice weekly, each of just over 10 minutes.

He returned in January 1982, at the earlier time of 4:15 p.m., with five-minute episodes, five days a week, and is now well into his seventh "season," with a total of 142 episodes made, in a mixture of the two lengths. They have all been shown on Britain's main commercial television channel at least once, and Dangermouse, with his distinctive black eye-patch and white jump suit, has become one of the top attractions of children's television — assisted, of course, by the faithful Penfold, code-named "Jigsaw" because he always goes to pieces.

DM's adventures have been put together for showing in America (on the Nickelodeon cable network) into a total of 44 half-hour shows, which are run seven days a week. Britain, however, has seen no episode more than twice — since, with only four television channels widely available, the policy on repeat showings is rather different. Nevertheless, he's become just about the best-known cartoon star in Britain.

Not only is the animation dynamic and, compared with most other current work, sophisticated, but the plots Dangermouse gets embroiled in are more than simple-minded fights, with enough subtlety to entrance adult viewers.

Just over five months after DM's television debut, the weekly magazine *Look-In*, a junior *TV Guide*-type of publication mixing photo-features with comic strips, cover-featured Dangermouse and Penfold on its issue for March 6, 1982 (#10). Inside began a full painted-color, two-page strip of their exploits, written by Angus P. Allan and drawn by Arthur Ranson, both regular *Look-In* contributors — though Ranson had previously been known best for beautifully realistic color work on strips adapting such programs as *Buck Rogers* and the cult time-travel show *Sapphire and Steel.*

Unlike most of the other strips of the time, *Dangermouse* is still running more than three years later — for a total of well over 300 full-color, magazine-size comic strip pages.

As *Dangermouse* has been known to vanish from television screens in Britain for six or seven months at a time, the *Look-In* strip, with more than 260,000 purchasers per week, has had a great part to play in keeping the character visible.

In fact, co-creator Brian Cosgrove has said, "I'm a big fan of the *Look-In* Dangermouse strip. Although I see the stories beforehand, I don't actually do the drawings, and I think they're excellent — exactly right. In fact, when somebody comes to me wanting to make Dangermouse badges or T-shirts or whatever, I tend to say, 'Take a look at the *Look-In* strip — that's what it's all about.' "

And Allan and Ranson have been presented with special statuette awards by Cosgrove/Hall Productions: the first ever Dangermouse and Penfold Good Grief/Oh Crikey Award, "presented for Outstanding Service to Dangermousism above and beyond the Call of Duty (or something like that)."

More recently, some TV episodes, while still written by Brian Trueman, have carried an additional credit for the original storyline, "by Angus P. Allan of *Look-In* Magazine." It is not often that a program-maker likes the work of the comics spin-off writer so much that he's hired to write for the television series itself!

I spoke to Arthur Ranson about his involvement with the character, and he assured me that he's happy to stay on the strip — "I do enjoy it most of the time."

Its position in *Look-In* is safe, since "too many people like it for it to go," and, indeed, Dangermouse's fans are to be found everywhere. "It's quite popular with the [college] student set, apparently. It does have a certain amount of cult following."

Indeed, while there is as yet no official fan club in Britain, there is a club at Oxford University and another at York.

"Dangermouse may be the greatest hero ever, but I think he's got quite a nice personality to go with it," creator Brian Cosgrove remarked, and this has to be one of the keys to DM's success.

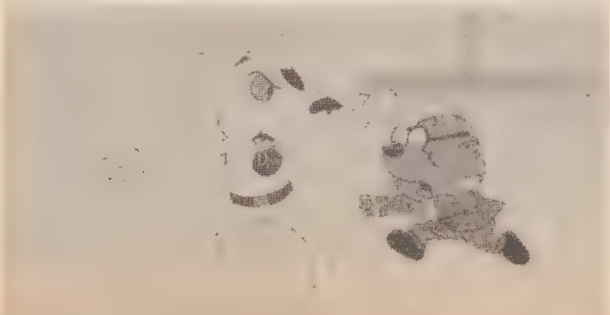
Even people who don't like the crash-bang-wallop style of most cartoons can find DM's "gentler" style, relying more on character and less on exaggerated violence, to their taste. Steve Norman of the rock group *Spandau Ballet* admits to being "a registered Dangermouse fanatic! He and Penfold have got to be the funniest double act ever. If I'm at home, I never miss it, but otherwise I have to make do with reading his adventures, or catching up with it on video." Howard Jones (whose most recent U.S. album is *Dream into Action* on Elektra) likes Dangermouse "because he's such a hero — ice cool in every situation, with some of the funniest lines on television!"

Director Brian Cosgrove commented that it was on the early stages of production that the team had the most fun.

"We have a lot of laughs making things up," he said. "Like Nero, the evil caterpillar. When he was invented he didn't have any words, but we needed a sound for him. What we eventually concocted was the actor, David Jason, talking rubbish and then being speeded up three times. It sounded perfect!"

Has Brian got his own favorites?

"Oh, yes. I like Agent 57, the master of disguise, who can change himself into anything from a milk bottle to a brick wall to a polar bear."



© 1985 Thames Television

Dangermouse himself is based on that other famous British secret agent, James Bond, with all his verve and *savoir-faire* — while his Baker Street address hints at a link with that famous inhabitant of number 221B, Sherlock Holmes. Colonel "K," his boss, comes from Bond's "M," at least initially, while Baron Silas Greenback, too, can be traced back to Ian Fleming's novels — to Ernst Stavro Blofeld, in fact.

The Baron's chief henchman, Stiletto, is in Britain an Italian crow; for America, he has been re-voiced with a "South London" accent, and lost his surname of "Mafiosa," to avoid giving offense to Americans of Italian extraction.

As well as to Brian Cosgrove, Mark Hall, and their animators, a good deal of credit must go to the voice artists — writer Brian Trueman, Edward Kelsey, Terry Scott, and David Jason. They all do a number of voices, but where would Penfold be without Terry Scott's "Crikey" or DM himself without David Jason's "Good Grief"?

Terry Scott has been a well-known comedian for at least three decades in Britain. He has starred in a number of comedy movies (including many of the *Carry On* series) and many television situation comedy series, including the current *Terry and June*. At one time, he was best known for portraying a young schoolboy in short trousers, narrating the recent misdeeds of himself and his "bruvver." His voice for that character formed the basis for Penfold's ever-panicky tones.

David Jason has also starred in a number of television situation comedy series in Britain, including *Open All Hours* and the currently popular *Only Fools and Horses*, based on the Cockney proverb that "Only fools and horses work." His vocal versatility has also been spotlighted on radio, particularly in a weekly comedy satire series, *Week Ending*, which involved some joyously accurate impersonations of politicans and media celebrities, but Dangermouse must be his most endearing creation — with the possible exception of the show's reluctant, cranky announcer!

As well as taking up permanent residence in *Look-In*, Dangermouse can also be found in strip form in one of Britain's national Sunday newspapers, *The Mail on Sunday*, where it runs as a half-page newspaper strip in Britain's only color comics supplement, in the "coverless comic-book" format.

Unfortunately, while Allan and Ranson were originally approached to do this strip as well, the money available was not enough to persuade them to take up this extra challenge; instead, the strip is produced "in-house" by Cosgrove/Hall Productions, and is not as good. The coloring couldn't be as sophisticated, of course, but the scripts pay little attention to any nominal plot continuity, focusing instead on truly awful jokes. This is part of DM's charm, of course — but is only one factor in the success of "The most famous mouse since Mickey," as *Look-In* hailed him.

And *Look-In* was right. Not only is Dangermouse the star of a very successful cartoon series, attracting at least 5½ million viewers for each episode screened on Independent Television, but he's also one of the leading merchandising characters, with more than 250 different products licensed.

There's a two-foot-high soft toy (£11.99 — about $15), a rucksack, pencils, sketch pads, and all the usual paraphernalia, including fizzy drinks, secret agent play kits, talcum powder, and a lot more.

The spring of 1983 saw the release of DM's first video cassette compilation, which for around £20 ($25) gave a full hour's worth of swashbuckling adventure, bringing back the television episodes entitled "Custard," "Close Encounters of the Absurd Kind," "The Bad Luck Eye of the Little Yellow God," and "Trouble with Ghosts." Three more such compilations have since followed, and they've all been good sellers, with DM getting right to the top of the videotape charts in the first week of the launch of one of them.

There are also two computer-game cassettes available for the Sinclair Spectrum and the Commodore C64: "Dangermouse in the Black Forest Chateau" and "Dangermouse in Double Trouble."

The most accessible and collectible item, however, is the hardbound *Dangermouse Annual*, published (like *Look-In*) by Independent Television Publications Ltd. As well as junior jokes and puzzles, the 1985 book contains in its 64 colorful pages four DM text tales (written by Angus Allan and illustrated in full color on every page by Arthur Ranson): "Piper! Piper! Read All about It!", "Bunfight at the No-Way Corral," "The Case of the Ice Cream Doomsdae," and "Long Time No Sea." Allan captures the flavor of the cartoons admirably, as ever, and the looser format and larger pictures give Ranson more scope for his talents, with settings that are quite as good as Goscinny and Uderzo's "Asterix" books, and some endearing visual jokes. The price of this Annual is £2.95.

Dangermouse and Penfold actually appeared in 3-D, during a special *Look-In* promotion (1983, #16). The device that permitted it was a plot by Baron Greenback to remove all color from things; Penfold, naturally, found the experience rather disorienting, but DM — since he only uses one eye — was unaffected.

Cosgrove/Hall Productions has other credits besides *Dangermouse*, though the Remarkable Rodent does tend to overshadow its other achievements. Since Brian Cosgrove and Mark Hall joined forces in 1971, a number of cartoon and puppet films have appeared under their banner. These include:

- an animated version of the *Captain Noah and his Floating Zoo* musical
- "The Talking Parcel"
- "The Pied Piper of Hamelin" (winner of the 1982 Prix Jeunesse in Munich and the 1982 BAFTA Best Children's Programme Award)
- a "silent film" puppetry version of "Cinderella"
- the TV series *Chorlton and the Wheelies* and *Cockleshell Bay*, devised for younger children
- *The Wind in the Willows*, a prestigous stop-motion animation adaptation of Kenneth Grahame's classic novel of "Toad of Toad Hall," which is the winner of the 1983 BAFTA Award for Best Children's Program and a 1984 International Emmy. It led to a weekly series of further adventures, enjoyed both by children and adults and employing some well-known British actors as voice artists — including David "DM" Jason.

The present production company was formed in 1976 and is a subsidiary of Thames Television, the London-based weekday TV station that supplies *DM* to the Independent Television ("ITV") network.

Dangermouse is an international success story; as well as being in one of the most frequently transmitted British cartoons ever made, his adventures have now been seen in 35 countries. While other projects and other priorities have slowed down the output of new cartoons from Cosgrove/Hall, the latest news is that some longer episodes will be appearing next year.

So the world has not seen the last of the spotless, sophisticated super secret agent or, indeed, of his harried, helpless hamster helper.

COMICS COLLECTOR'S CORNER

INFLATE TO 2500 PSI
SECRET FACTS!:
THE TRUTH BEHIND
THE HULK'S INCREDIBLE BICEPS!

THE WORLD OF COMICS: 1949

"Comparatively few retail newsdealers are aware that every third magazine they sell is a comic magazine — that 25% of the gross profit of their magazine department comes from sales of comics — that newsdealers throughout the United States and Canada earn over *eighteen million dollars a year* from the sale of comic magazines!

Seven comics today have a newsstand sale in excess of one million copies!

The percentage of profits on comic magazines, too, is well above the profits earned through the sale of magazines in other price categories: 25% profit on each magazine sold!

***Young Romance* pioneered the "love" comics field. It was a terrific success with sales approaching the million mark. Today, months later, better than 50 titles are being published and sold in the "love" field with an estimated combined sale of 11 millions! And *Young Romance* is selling better than ever!"**

— Excerpts from "Comics Pay Off" by Paul Sampliner, president of Independent News Company (largest comics distributor in the world), as printed in ***Newsdealer*** *for July 1949*

INVESTING IN COMICS

Today's market is as varied, interesting, and volatile as any since people started collecting comics. As an investor, I find these to be particularly interesting times since, for the most part, the best investments are not necessarily the most popular comics.

For example, what would you say was the best comic, investment-wise, published in the last decade: *X-Men*? Nope. *Cerebus* is more valuable and in demand than any other comic published in the last 10 years. In fact, with but a handful of exceptions, most of the really hot collector's titles have come from the direct-only publishers.

The direct market is growing all the time, and there will always be collectors in areas where a direct outlet isn't feasible, thus increasing the demand. Higher cover price and a glutted market also make competition among these titles even stiffer. Dealers often do not backstock many copies of titles like *Journey*, *Love and Rockets*, and *Elementals*. All these factors make titles like the ones I just mentioned — and others — good investments for the collector.

You may be wondering why a comic like *Journey* would be a better investment than, say, *Spider-Man*. The reason is that *Journey* has a circulation of 25,000 copies per issue and *Spider-Man* 300,000 copies. So, while there are more collectors of *Spider-Man* than *Journey*, there are more *Journey* collectors *proportionate* to the circulation. And the early issues are extremely scarce. Next time you're at a con, check the dealers there and you will probably find more dealers with *Spider-Man* #1-3 than *Journey* #1-3.

There are two drawbacks to speculating in the direct titles. They are fairly expensive, ranging from $1.25 to $2.95 a pop. And the failure rate among these titles is going to be higher than that of your average DC or Marvel title. So it is ofter either feast or famine in the direct market; for every *American Flagg!* there's a *Mars* or *Silverheels* or *Mighty Crusaders*.

However, that's also what makes the market interesting — not to mention the joy in being the first on your block who's hip to *Teenage Mutant Ninja Turtles*!

Many of the most collectible of these comics are black-and-white, and the most collectable ones are generally odd-shaped, usually 8½"x11". Both these factors make the book less commercial, and as a result, more collectible.

The other main thing that these comics have in common is their high quality and originality. These are what allow them to survive despite the high cover price, lack of color, and unusual size. This is also the factor that you can look for in new titles as they hit the stands.

I make a regular habit of watching new titles carefully and being prepared to get substantial reorders on a title that looks promising.

Here's a list of some of the hotter direct titles and what they are going for in this area. **Often issues sell better in one region, and there can be regional shortages that can drive prices up, but I think that these prices are pretty reflective of the national average.**

American Flagg! #1	$4.50
Cerebus #1	$200
#2	$125
#3-5	$100
#6-10	$50
#11-20	$25
#21-30	$10
#35 (hard to find)	$6
Elementals #1	$10
#2	$5
Nexus (b&w) #1	$25
#2	$10
Justice Machine #1(diminishing demand)	$10
Crusaders #1 (Retitled *Southern Knights* from issue #2 on; Guice art in #1)	$10
Love & Rockets #1	$20
#2, 3	$10
#4	$6
Jon Sable #1	$4
Teenage Mutant Ninja Turtles #1 (first printing)	$50
Journey #1	$6
#2, 3	$4
Flaming Carrot #1	$5
Mr. X #1	$4
#2 (hard to find)	$10
Fantasy Quarterly #1 (First appearance of *Elfquest*. Also, now that they are out-of-print, the early issues of *Elfquest* are appreciating in value and are becoming harder to find.)	$50

Prices on *Cerebus* seem to fluctuate more. The *Crusaders* and Guice are probably hotter in the South than elsewhere, just as *Love & Rockets* and *Flaming Carrot* are more popular on the West Coast.

I wouldn't be too surprised to see the late '70s and '80s referred to as Comics' Second Golden Age in years to come, and many of these books will be treasured items that will be well worth having in the future.

—Ward Batty

COMICS BIRTHDAYS

JULY

1 Billy Graham (1935)
5 Shel Dorf (1933)
6 Frank Giacoia (1925)
6 Arn Saba (1947)
6 John Byrne (1950)
6 Stan Timmons (1956)
8 Irwin Hasen (1918)
8 Stan Woch (1959)
9 Joe Delbeato (1956)
9 Virginia Romita
10 Joe Shuster (1914)
10 Bob Larkin (1949)
11 Dan Barry (1923)
11 Ron Zalme
13 Mike Ploog (1940)
13 Tom Palmer (1942)
13 Ernie Colon
14 Mike Esposito (1927)
15 Jack Abel (1927)
17 Mike Tiefenbacher (1952)
19 Richard Pini (1950)
19 Bob Burden (1952)
20 Dick Giordano (1932)
24 Colleen Doran (1963)
24 Ricardo Villamonte
24 Trevor Von Eeden
25 Alex Wald (1949)
26 Bob Pinaha (1953)
27 Ernie Chan (1940)
28 John J. Muth (1960)

AUGUST

2 Dave Hunt (1942)
4 Mike Gold (1950)
5 Bob Orzechowski (1960)
6 Ed Hannigan
7 Janice Cohen (1952)
9 Bob McLeod
11 Dik Browne (1918)
13 Jim Mooney (1919)
13 Bret Blevins (1960)
14 John Costanza
15 Terry Shoemaker (1960)
15 Paul Gulacy
17 John Romita, Jr.
19 George Roussos (1925)
21 Marie Severin
23 Alfredo P. Alcala (1925)
23 Terry Austin (1952)
26 Brant Parker (1920)
27 Don Perlin (1929)
27 Denis Kitchen (1946)
27 Frank Kelly Freas
28 Jack Kirby (1917)
30 Robert Crumb (1943)
30 Jack C. Harris (1947)

SEPTEMBER

1 Gene Colan
1 Gaspar Saladino
2 Rick Obadiah (1948)
2 Walt Simonson
4 Paul Smith
5 Arvell Jones
8 Archie Goodwin
9 Leslie Zahler (1953)
9 Frank Robbins
10 Gerry Conway (1952)
13 Mike Grell (1947)
14 Jim Novak
15 Kim Metzger (1953)
17 Roger Stern
20 Steve Gerber (1947)
20 Steve Ringenberg (1957)
22 E. Nelson Bridwell (1931)
23 Dan Day (1956)
25 Howard Bender
25 Bob Layton
26 Louise Simonson (1946)
27 Jim Shooter (1951)
27 Bob Sharen

"Around 1938, just prior to the rise of the comics, two guys from Cleveland wrote to me — a fellow named Siegel and a fellow named Shuster. They sent me several samples of their work. One was a feature called *Spy* and the other was a feature called *Superman*. I wrote them a long letter and told them they weren't ready to come to New York, that it was a tough town and their style wasn't professional enough yet." — *Will Eisner, interviewed in **Changes** #85 (December 1973).*

—Bruce Chrislip

Comic-Book Circulation Figures

These figures are the 12-month average total paid circulation figures for the titles listed, which probably best represent the true sales trends of each individual title, since many factors could affect the sales of any single issue — an anniversary issue, a fill-in by a particularly "hot" artist, etc.

It has been stated many times by various persons that these published sales figures are rough estimates at best, and are not totally reliable. However, they are the primary guide to commercial popularity we have.

Title	Publisher	12-month average total paid circulation 1983	1984	Gain or Loss
Uncanny X-Men	(Marvel)	336,824	378,135	+41,311
Fantastic Four	(Marvel)	257,298	268,568	+11,270
The Amazing Spider-Man	(Marvel)	241,762	261,064	+19,302
The Avengers	(Marvel)	229,645	241,463	+1,818
Daredevil	(Marvel)	259,013	233,580	(-25,433)
The Thing	(Marvel)	New listing	218,911	—
Conan the Barbarian	(Marvel)	206,434	205,751	(-683)
The Incredible Hulk	(Marvel)	189,337	196,567	+7,230
Peter Parker (Spectacular Spider-Man)	(Marvel)	172,290	180,498	+8,208
Star Wars	(Marvel)	180,213	179,917	(-296)
G I Joe	(Marvel)	157,920	183,466	+25,546
Iron Man	(Marvel)	187,564	177,659	(-9,905)
Thor	(Marvel)	147,735	171,290	+23,556
Red Sonja	(Marvel)	New listing	167,734	—
Rom	(Marvel)	160,741	162,090	+1,349
Archie Comics Digest	(Archie)	—	161,561	?
Captain America	(Marvel)	139,674	148,659	+8,985
Laugh Comics Digest	(Archie)	?	144,631	?
Conan the King	(Marvel)	141,669	141,537	(-132)
The Legion of Super-Heroes	(DC)	166,733	140,018	(-26,715)
The New Defenders	(Marvel)	130,463	133,723	+3,260
The Savage Sword of Conan	(Marvel)	133,285	133,689	+404
Jughead with Archie Digest	(Archie)	?	132,033	?
Archie Andrews Where Are You? Digest	(Archie)	?	130,252	?
Doctor Strange	(Marvel)	New listing	121,574	—
Power Man and Iron Fist	(Marvel)	116,561	115,734	(-827)
Superman	(DC)	126,279	111,073	(-15,206)
Marvel Tales	(Marvel)	113,066	110,681	(-2,385)
Justice League of America	(DC)	122,397	110,664	(-11,733)
The Warlord	(DC)	111,922	101,013	(-10,909)
DC Comics Presents	(DC)	119,559	93,457	(-26,102)
Batman	(DC)	97,741	89,217	(-8,524)
Green Lantern	(DC)	89,795	87,050	(-2,745)
Action Comics	(DC)	105,394	86,422	(-18,972)
World's Finest Comics	(DC)	88,928	82,415	(-6,513)
Detective Comics	(DC)	80,725	77,275	(-3,450)
The Flash	(DC)	72,771	69,881	(-2,890)
Sgt. Rock	(DC)	81,514	69,544	(-11,870)
Archie Comics	(Archie)	69,697	64,781	(-4,916)
Archie Giant Series	(Archie)	76,375	69,013	-7,362
Archie's Girls Betty and Veronica	(Archie)	68,532	64,516	(-4,016)
Laugh Comics	(Archie)	60,408	62,319	+1,911
Betty and Me	(Archie)	64,909	61,328	-3,581
Archie and Me	(Archie)	65,139	59,836	(-5,303)
Archie's Pals 'n' Gals	(Archie)	61,713	59,442	(-2,271)
Life with Archie	(Archie)	66,111	58,704	(-7,407)
Jughead Comics	(Archie)	62,454	58,377	(-4,077)
Archie's TV Laugh-Out	(Archie)	63,297	57,857	(-5,440)
Archie at Riverdale High	(Archie)	65,789	57,357	(-8,432)
Everything's Archie	(Archie)	63,924	55,194	(-8,730)
Jonah Hex	(DC)	67,153	55,727	(-11,426)
Pep Comics	(Archie)	61,226	55,078	(-6,248)
Wonder Woman	(DC)	73,256	52,145	(-21,111)
G.I. Combat	(DC)	57,972	49,021	(-8,951)

—Greg W. Myers

SOME COMIC SERVICES CLAIM THA

TO
PLACE ORDERS
OR
FOR
CUSTOMER SERVICE,
REMEMBER TO USE
OUR TOLL-FREE
NUMBER
(800-665-0042)
WE ALSO OFFER
U.P.S. SERVICE TO
THE CONTINENTAL
UNITED STATES

SOME HISTORY: STYX COMIC SERVICE was the first major comic service to advertise in the fanzine media years ago. We built a loyal following and became the largest comic service of its kind up to 1981 During that year the disastrous postal strikes really put a kibosh on us. During the time since we've made innumerable changes and improvements to the comic service to make it even BETTER than it was! We're going strong, and we're looking towards the future!

WHAT SERVICES DO WE OFFER? We supply a full line of comic books and comic-related publications to fans throughout the world. We also supply a few unrelated items such as Penthouse and Playboy but we have kept those to a minimum, concentrating on items collectors are looking for

Most importantly. all books are sold for 20% off cover price That's right off the top!

HOW DOES THE SERVICE WORK? We maintain a standing order for you Each shipping period, we run an invoice against that standing order and your books are picked and packed automatically The charges are added up and deducted from your account in which you maintain your funds It's that simple. and yet there's lots more to it! Look at these features

1) NO SEPARATE SECURITY DEPOSITS ARE REQUIRED Every cent you deposit in your account goes towards buying comics and magazines

2) THERE ARE NO MINIMUM OR MAXIMUM ORDERS. Order one comic or one thousand comics we'll get them to you just the same! In keeping with our policy of information, however we do want to note that it's more economical the more titles you order That's because postage for one comic and postage for ten comics are essentially the same Postage goes by weight of the package you know

3.) YOU HAVE INSTANT CREDIT BASED ON YOUR DEPOSIT AS each shipment is sent out to you you can monitor the level of your account and replenish it if necessary

4) IF YOU DON'T WISH TO BE BOTHERED WITH MAKING DEPOSITS. YOU CAN USE VISA. Our Visa system is excellent for a number of reasons

a) We operate your account automatically and you NEVER have to worry about having sufficient funds to cover shipments.

b.) U.S. AND FOREIGN CUSTOMERS TAKE NOTE When you operate your account via VISA, it is done in CANADIAN DOLLARS at the CANADIAN COVER PRICES of the books Often, with the rates of exchange fluctuating, this may mean EXTRA savings to you when you get your VISA billing!

c.) VISA charges are done in $100 Canadian increments to minimize hassles and you receive your sales slip automatically when a charge is processed!

5) WE'LL MATCH OUR SHIPPING CHARGES AGAINST ANYONE Traditionally our postal charges have been low and this is maintained through operation of your account. We try to minimize the costs to give the most economical and effective service

6.) WE CARRY AS COMPLETE A LINE OF GOODS AS POSSIBLE Our selection has oft-times been imitated, but rarely equalled Scan the publications list below. This will be updated from time to time to keep current with the newest releases. If a title doesn't appear on that list then likely it's not of much interest! (Or it hasn't yet appeared The list shows only CURRENT or CONFIRMED TITLES)

7) OUR BOOK-KEEPING IS ACCURATE AND WE MAINTAIN A COMPUTERIZED SYSTEM FOR YOU! On each and every invoice you see a statement which picks up the balance from the previous invoice It also shows any deposits, adjustments, or changes which have taken-place in your account since the last time you received goods. Everything is clear and concise and it's in plain English to make it easy to understand!

8 , OUR SCHEDULE IS THE MOST EFFECTIVE' WE SHIP EVERY TWO WEEKS WITHOUT FAIL That means that every new release we receive in each period is shipped out effectively and quickly Everyone gets two-week service to minimize the time lag between release of a book and the time you get it!

9.) OUR SYSTEM IS FLEXIBLE Order changing is a snap. Just drop us a note when you wish to make additions or deletions. We'll make them for you within a day or two of receiving your written notification, and the changes will take effect with your next order! It's that easy!

10) OUR SYSTEM IS SIMPLE There are no complex shipping plans or combinations to choose from and you're not rated according to the number of books you take each month week. or whenever Too much hassle!

11) WE CARE FOR YOUR ORDER! Our desire is to get you your books in the best possible condition. Each shipment is carefully wrapped in plastic Larger shipments are then placed in a specially designed mailing box, with ample packing and a protective bag over it. We are introducing the use of specially padded envelopes for the smaller shipments. This ensures arrival of your books in the best possible condition That makes you happy and that makes us happy too!

12) WE OFFER PHONE SERVICE! If you wish to avoid writing hassles, we'd be glad to hear from you in person! You can get in touch with us by phone at (204) 586-8547 24 hours a day Monday thru Friday! Make changes, ask questions, tell us your suggestions, or whatever We wanna hear from you!

13) WE OFFER BACK ISSUE SERVICE AT ECONOMICAL PRICES We have 500,000 or more books to choose from which span the past 45 years. WE offer good quality, good selection, and reasonable price Oftentimes we run specials just for comic service members! Try us with your want lists We respond

14.) OUR "BLANKET CATEGORIES" make ordering easy! A blanket category gives you the option of ordering, for example, "ALL MARVEL FIRST ISSUES" (See the publications list) That means that each and every first issue will be sent to you automatically! It's then easy to let us know if you wish to continue with the title, without missing an issue! And for ANNUALS the system is even better If you choose, for example, "ALL DC ANNUALS" you'll get every one that comes out during the year! But even if you don't, our system will AUTOMATICALLY send you the annuals of the titles you collect to keep your sets complete! Can't be beat!

These are just a few of the features of our service. Read on!

What basic costs are involved again?:

You pay only for your comics at a BIG 20% discount, postage, and a small service charge per shipment Scared? Don't be! The maximum service charge is 75¢ per shipment, and we have recently refined the system to allow for a graduated service charge for small shipments. After all it's not fair to have one comic costing a fortune! This allows smaller collectors to get the best service possible while keeping costs to a minimum!

What EXTRAS does the service offer?

We've got plenty! Just look at these

1) WANT A PRICE GUIDE? OK .. we'll give you one That's RIGHT! We said GIVE. OK what's the catch? The only thing is that you have to be a member of the comic service for the year's period in which the guide comes out THERE ARE NO OTHER MINIMUM ORDERS TO QUALIFY FOR A GUIDE! And what happens if you quit before the year is up? Well we've divided the cost of the guide into 12 equal parts If you leave the service your account will be charged for the cost remaining of the guide It's that simple! Join now! Qualify for the 1985 price guide as soon as it's published Don't be left out!!

2) ARE YOU INTO PLASTIC BAGS? OK. we experimented and found that sending books in individual bags is actually MORE dangerous than sending them without There's greater tendency to damage that way But we have them available, and they're top quality 2 5 mil ultra clear bags Service members can get them for just $3.00 U.S./$4 00 Can per hundred!

3) Once a month you'll get the newest issue of the STYX MAGAZINE That's something that we just started which replaces the old newsletter It's got previews, cover repros, information on the service and the world of comics. and (hopefully) contributions from service members. . all neatly fitted into a few pages Good reading, and it's free!

4.) EACH MONTH we send out as many promotional flyers, information sheets, etc., as we can possibly get into your package So every second package you'll be getting more than just your comics! You'll get the latest updates and info right from the publishers!

5) MARVEL AGE and the NEW DC COMING ATTRACTIONS are supplied free each month to members with current accounts That's right. no cost! That's just a little extra that we give you!

What can you expect in terms of service and customer relations?:

The comic service is designed for people who are far from a local source of books It is also useful to those who do not have the facilities to go hunting for books from place to place It is welcomed as well by those fans who although they have a local outlet, are disgruntled with the chores involved and the costs of buying off the rack

We can solve your collecting problems We cannot compete, however, in terms of speed with the local comic shops in your area That's a drawback of dealing by long-distance and applies to any service However with our schedule we feel that time will not be a major consideration

We strive to give you satisfaction However, we are human too and sometimes a mistake might accidentally pop up In those cases (which are rare) we will promptly correct the problem to maximize your enjoyment of the comic service We will always send exactly what your order entails Incidentally, EVERY THREE MONTHS you will receive a computerized listing of your current standing order, so that you may make changes or adjustments if necessary

Of course completeness is important We strive NEVER to miss an issue If such a case does arise, we will get the issue for you no matter how long it takes, or we will credit your account the appropriate sum if you so desire If you are happy with the service, then our job is accomplished.

We will always lend a friendly and outgoing ear to your concerns and suggestions and welcome them to better the service for all members. That's because we consider the members of our service as 'family' rather than just customers, and that extra touch goes a long way!

What can you expect in terms of your responsibilities?:

Basically the only thing is to keep your account solvent That's it Unfortunately comic services as well as all businesses depend on cash input Are you wondering what happens if your account goes 'into the red"? We have a flexible credit plan based on your individual record with the service We may ship your books despite the fact that your balance shows a sum owing, depending on how much it is and what your circumstances are If we don't, however, a message to that effect is automatically printed on your invoice and we'll store the invoice until a new deposit arrives. This allows you the time and flexibility to plan your purchases That's another example of just a little bit more service

20% DISCOUNT
- Efficient Delivery
- Regular Shipments
- All this and lots of extras!

STYX
COMIC SERVICE

P.O. Box 3791 Station B,
Winnipeg, Manitoba Canada R2W 3R6,
Ph. (204) 586-8547

YOU JUST CAN'T DO ANY BETTER.

SECTION 1: DC and MARVEL COMICS

______DC First Issues
______Marvel First Issues
______All DC Annuals
______All Marvel Annuals
______Action Comics
Ambush Bug
______All Star Squadron
______Alpha Flight
______Alien Legion***
______Alan Force
______Arak Son of Thunder
______Arion
______Avengers
Batman
______Batman & The Outsiders (High Quality)
______Barren Earth
______Blue Devil
______Captain America
______Cloak & Dagger
______Conan
______Daredevil
______Dazzler
______DC Challenge
______DC Comics Presents
______1 ***DC Coming Attractions (supplied free to all members in good standing)
______DC Universe: Crisis on Infinite Earth
______Deadman
______Defenders
______Detective Comics
______Dr Strange
______Doctor Who
______DC Who's Who
Dreadstar***
______Fantastic Four
Firestorm
______Flash
______Gargoyle
______Gemworld (Amethyst)
______G.I. Combat
G I Joe
Green Lantern
Groo the Wanderer
Hex
Hulk
______Infinity Inc ***
______Iron Man
______J'emo Son of Saturn
______Justice League
______Jonni Thunder
______King Conan
______Kull
______LEGION OF SUPER HEROES HIGH QUALITY***
______Legion of Super Heroes
______1 Marvel Age (supplied FREE to all members in good standing!)
______Marvel Fanfare***
______Marvel Superheroes: The Secret Wars (mini-series)
______Marvel Tales
______The Thing
______Micronauts (New Series)
______Moon Knight (New Series)
______Moonshadow
______New Mutants
______Omega Men***
______New Talent Showcase
______Power Pack
______Powerman/Iron Fist
______Indiana Jones
Red Sonja
______Quest Probe
Rocket Racoon
______Rom
______Sisterhood of Steel
______Sectaurs: Warriors of Hive
______Sgt. Rock
Spanner's Galaxy
______Spectacular Spiderman
Spiderman
______Spiderman Index
______Star Trek
______Star Wars
______Sun Devils***
______Starstruck
______Superman
______Superman Special
______Swamp Thing
______Sword of the Atom Special
______Swords of the Swashbucklers
______TEEN TITANS HIGH QUALITY***
______Teen Titans
______Thor
______Time Spirits
Transformer
______"V"
______Vigilante***
Warlord
______Web of Spiderman
______West Coast Avengers
______What If?
______Wonder Woman
______World's Finest Comics
______X-Men
______DC Graphic Novels
______Marvel Graphic Novels
______All DC Mini-Series
______All Marvel Mini-Series

SECTION 2: STAR COMICS

______Fragle Rock
______Heathcliff
______Planet Terry
______Strawberry Shortcake
______Top Dog
______Wally the Wizard
______Peter Porker
______Ewoks
______Get Along Gang
______Muppet Babies
______Royal Roy

SECTION 3: ARCHIE/RED CIRCLE COMICS

______Archie/Red Circle First Issues
______Archie Giant Series Magazine
______Archie
______Archie and Me
______Archie at Riverdale High
______Archie's Pals 'n' Gals
______Archie's T V Laughout
______Betty and Me
______Betty and Veronica
______Everything's Archie
______The Fly (Red Circle)
______Jughead
______Katy Keene (New Series)
______Laugh
______Life With Archie
______Man-Tech Robot Warriors (Red Circle)
______Mighty Crusaders (Red Circle)
______Pep
______Thunder Bunny (Warp)

SECTION 4: SPECIALTY AND DIRECT SALE PUBLISHERS

(Note almost ALL the items listed in this section are DIRECT SALE ONLY and so we will dispense with the asterisks for them!

______All Eclipse First issues
______All First First Issues
______All Capital First Issues
______All Americomics First Issues
______Crossfire (Eclipse)
______Cap'n. Quick (Eclipse)
______Mr X (Vortex)
Elementals (Comico)
______Echo of Future Past (Continuity)
______Elric (First)
______Groo (Epic)
______Alien Encounters (Eclipse)
______Aztec Ace (Eclipse)
______DNA Agents (Eclipse)
______Starslayer (First)
Somerset Holmes (Eclipse)
______Destroyer Duck (Eclipse)
______Nexus (First)
______Badger (First)
______Sabre (Eclipse)
______Scorpio Rose (Eclipse)
Ms. Tree (Renegade)
______Twisted Tales (Eclipse)
______Whisper (First)
______Black Diamond (Americomics)
Capt Paragon (Americomics)
______Masked Man (Eclipse)
______Night Music (Eclipse)
Sun Runner (Pacific)
______AZ
______Comico Primer (Comico)
Evangeline (Comico)
______Mage (Comico)
Post Brothers
______Tales of Thunder
Thunder Agents (Deluxe
Valentino (Renegade)
Zot (Eclipse
American Flagg (First)
______E-Man (First)
Jon Sable (First)
______Grimjack (First)

SECTION 5 BRITISH/EAGLE COMICS

______2000 A D Weekly
______Captain Britain Magazine
______Doctor Who Monthly
______Judge Dredd***
______Robohunter***
______Starburst
______2000 A.D Monthly
______Warrior Magazine

SECTION 6. COMIC DIGESTS

______All DC Digests
______All Archie Digests
Archie Where R.U ? Digest
______Archie Comics Digest
______Best of DC Digest
______Archie Double Digest
______Betty/Veronica Comic Digest
______Jokebook Comics Digest
______Jughead Jones Digest
______Jughead With Archie Digest
______Laugh Comics Digest
______Little Archie Digest

SECTION 7: ALTERNATIVE COMICS, FANZINES, AND MAGAZINES

______Amazing Stories (sf)
______Amazing Heroes (Fantagraphics)
______Analog (sf)
______Black Zeppelin
Cerebus the Aardvark (Aardvark Vanaheim)
Cerebus Jam
______Cinefantastique (film)
______Cinefex (film)
Cinemagic (film, Starlog)
Comics Collector (Krause)
Comics Interview (Fictioneer)
Comics Journal (Fantagraphics)
Distant Soil (Warp)
Don Rosa's Comics (Fantagraphics)
Elfquest (Warp)
______Epic Magazine (Marvel)
Fangoria (Starlog)
______First Kingdom (Plant)
Flaming Carrot (Renegade)
______Heavy Metal
Heavy Metal Specials
Isaac Asimov (sf)
______Journey (Fantagraphics)
______Love and Rockets (Fantagraphics)
[illegible]
______Mad Specials
Marvel Comics Index Series (Pacific)
Marvel Super Special (Marvel)
______National Lampoon
______National Lampoon Specials
______Neil the Horse (Aardvark Vanaheim)
Nemo (Fantagrahics)
______Next Man (Comico)
Normal-Man (Renegade)
Omni
Omni Specials
Post Brothers (Vortex)
______Prevue Magazine (Supergraphics)
Savage Sword of Conan (Marvel)
Spirit Color Comic (Kitchen Sink, Capital)
Starlog Magazine
______Steve Canyon (Kitchen Sink)
______Stig's Inferno (Vortex)
Swords of Cerebus (Aardvark-Vanaheim)
Valentino (Renegade)
Vortex (Vortex pubs)
______Will Eisner Quarterly (Kitchen Sink)

HERE'S HOW TO JOIN THE COMIC SERVICE:

1.) On the publications list appearing here, indicate the titles or categories you wish to have sent to you AUTOMATICALLY on your standing order. For example, if you buy one copy of each issue of Superman, place a "1" in the space beside that title. It's easy! There are no maximum or minimum number of copies you can select. Don't want to cut your fanzine up? Use a separate sheet and write clearly and legibly!

2.) ESTIMATE what your costs for a month of service might reasonably be. OK..... are you wondering how to do that? Simple. Use the cover prices of the comics to total up a close figure. It'll probably be close enough to include any postage and still leave you a bit of a balance. If you're American or Foreign, use the U.S. cover prices. (That's still 60¢ for a regular Marvel and 75¢ for a D.C. book, and of course extra for the specials, or whatever.) If you're Canadian, use the Canadian cover prices. (That's 75¢ for a Marvel and 95¢ for a D.C. plus more for the special goodies.)

3.) IF YOU SELECT TO USE VISA, skip this. MAKE PAYMENT WITH YOUR ORDER. ENCLOSE THE APPROPRIATE SUM IN CHEQUE OR MONEY ORDER FORM (RISKY TO SEND CASH IN THE MAIL), together with your publications list, and your name and address, and mail it to.

STYX COMIC SERVICE
P.O. BOX 3791, STATION B
WINNIPEG, MANITOBA
CANADA R2W 3R6

4.) CREDIT CARD USERS: Enclose your card number, the expiry date of the card, and the name to be used AS IT APPEARS ON THE FRONT OF THE CARD, along with a note stating that permission is given to charge your VISA or MC account. Send this along with your publications list to the address above.

5.) WE WILL ACKNOWLEDGE YOUR MEMBERSHIP and service will begin with the next available shipment! It's that easy.

We've been through tough times and we've been through easy times and we've come a long way since the early days! We hope you'll be joining us to share the good things coming in the future!

MasterCard

VISA

STYX
COMIC SERVICE™

P.O. Box 3791 Station B
Winnipeg, Manitoba Canada R2W 3R6
Ph. (204) 586-8547

STYX COMIC SERVICE PUBLICATIONS LIST
Current to CC #8

***indicates issues sold on a direct basis only. Not available at most news-stands.

PLEASE PRINT OR TYPE ALL INFORMATION

Payment
☐ Master Card
☐ VISA
☐ Money Order
☐ Check

Credit card #______________________ Exp. date__________

Interbank # ______________ Mastercard only.

I authorize Styx Comic Service to charge my VISA or Mastercard in payment for all goods and services

Signature ______________________ Date __________

Name ______________________________

Street Address ______________________________

City ______________ **State** __________ **Zip** __________

Telephone (   ) ______________________________

BEST • KNOWN COMICS COMPANIES

Aardvark-Vanaheim, Inc.
(519) 576-0610
P.O. Box 1674, Station "C"
Kitchener, Ont. N2G 4R2
Canada

Americomics
(305) 339-3055
Box 1216
Longwood, Fla. 32750

Archie Productions, Inc.
(914) 381-5155
325 Fayette Ave.
Mamaroneck, N.Y. 10543

Charlton
P.O. Box 13
Derby, Conn. 06418

Comico
1547 DeKalb St.
Norristown, Pa. 19401

DC Comics Inc.
(212) 484-2800
666 Fifth Ave.
New York, N.Y. 10103

Deluxe Comics
(718) 339-4488
Suite 666, 434 Ave. of the Americas
New York, N.Y. 10011

Eclipse Enterprises
(707) 869-9401
P.O. Box 199
Guerneville, Calif. 95446

Fantagraphics Books
(818) 706-7606
707 Camino Manzanas
Thousand Oaks, Calif. 91360

First Comics Inc.
(312) 864-5330
1014 Davis St.
Evanston, Ill. 60201

Harvey Comics
888 Seventh Ave.
New York, N.Y. 10019

Kitchen Sink Press/Comix
(414) 295-6922
No. 2 Swamp Rd.
Princeton, Wis. 54968

Marvel Comics Group
(212) 696-0808
387 Park Ave. S
New York, N.Y. 10016

Renegade Press
4201 W. Alameda #20
Burbank, Calif. 91505

WaRP Graphics
5 Reno Rd.
Poughkeepsie, N.Y. 12603

Top Titles of the Winter

This list shows the top 10 titles (from #1 to #10) for each month of the winter, as indicated by dealers' orders from Capital City Distribution, Inc., in Madison, Wis. While it is an indication of how well the titles sold in comics shops, other distributors' figures may differ.

January

X-Men #193
Web of Spider-Man #2
Crisis on Infinite Earths #2
Who's Who #3
Alpha Flight #22
New Mutants #27
New Teen Titans #8
Fantastic Four #278
Amazing Spider-Man #264
Tales of The Teen Titans #53

February

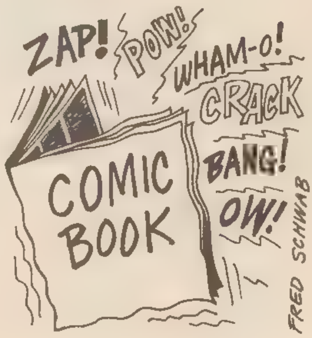
X-Men #194
Crisis on Infinite Earths #3
Cloak and Dagger #1
Web of Spider-Man #3
Alpha Flight #23
New Mutants #28
Moon Knight #1
New Teen Titans #9
Fantastic Four #279
Amazing Spider-Man #265

March

Secret Wars II #1
X-Men #195
Crisis on Infinite Earths #4
Web of Spider-Man #4
Cloak and Dagger #2
Alpha Flight #24
Who's Who #5
New Mutants #29
Fantastic Four #280
New Teen Titans #10

April

Secret Wars II #2
X-Men #196
Crisis on Infinite Earths #5
Web of Spider-Man #5
New Mutants #30
Alpha Flight #25
Who's Who #6
Fantastic Four #281
Iron Man #197
Amazing Spider-Man #267


ZAP!
POW!
WHAM-O!
CRACK
BANG!
OW!
COMIC BOOK
FRED SCHWAB

Jim Shooter on comic books: "It's a good profession, but I wouldn't want to spend my whole life there." —*from a June 1969 interview conducted by Doug Fratz for his fanzine,* **Comicology.**

—Don Martinec

GETTING ORGANIZED

You may already have some crazy method of filing your comic collection. If it works for you, that's fine. But, as your collection grows larger, you may have trouble remembering all of your little arbitrary decisions, and you'll need a system you can stick to strictly. People usually sort their comics by size and publisher, and alphabetize them by the *indicia title* in *letter order.* The indicia title is the title that appears in capital letters in small type at the bottom of Page 1. "Letter order" alphabetizes titles as if they were all one long word. This is the method that Overstreet uses, so you can check his *Price Guide* if you can't remember where you filed something. If you can't remember where you filed the *Price Guide*, I can't help you.

It's an amazing thing, but most collectors don't seem to keep their comics in any sort of order at all. They pile them in mixed stacks and heaps and boxes and drawers. How in the world do they find anything, anyway? Constant shuffling through mountains of back issues can cause wear and tear on your collectors' items, and there's always the danger of being buried in a "comicslide" of *She-Hulks* and *G.I. Combats.* It won't take more than a weekend, so put those things in order!

And use your brain. The first time I organized my collection, I ended up filing everything under "*The.*"

Do make some sort of list of the comics you have; at the very least you should make a "want list" of the specific issue numbers you are looking for. Cross off the issues as you buy them, before you file them. (I use the comic-book file cards you may have seen advertised, which have a space to record a back issue's condition.) Put your name, address, and phone number on the list or file box — you *will* lose it sooner or later. On the cards you can make notes of artists, special issues, or the last issue of a series.

Don't trust your memory! The larger your collection gets, the more tricks your mind will play on you. I once ended up with three copies of *Tomb of Dracula* #16 when I really wanted #15. *Don't forget* your lists when you go to a convention or shop. And don't let your purchases pile up too long before adding them to the bulk of your collection, it's like playing with a time bomb.

—By Beppe Sabatini

Buying Old Comics

Hunting down back issues is the most challenging part of collecting for many comics fans — and probably the most expensive. If you're lucky enough to live near a comic shop, you can stop in every few weeks and eventually find everything you need (though it may take months). If you can go to a large convention, it's worth the trip, even if it means driving several hours to go to New York or San Diego. And if you can't do either, you should subscribe to *The Comics Buyer's Guide*, a weekly newspaper with thousands of back issues for sale. It is hard to find true "mint" copies, unless you get a look at a nice collection before it is offered up for general sale and handling.

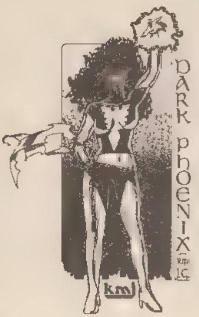
Small, one-day conventions can be helpful, especially when you're a beginner. Eventually, you may decide to save your money for the large events; the small ones are fun at first, but you will soon begin to see the same dealers with the same stock every month. And don't expect to find a garage sale or abandoned attic filled with hundreds of Golden Age issues — it's a wonderful fantasy, but it's almost certainly not going to happen to you.

Do shop around, *do* compare prices, *do* try to get the best deal for your money. There is no "true" value for a comic; the Overstreet *Price Guide* is only a *guide*. The actual worth of a back issue is whatever the market will bear — that is, whatever someone is willing to pay for it. You will find an enormous difference in prices from city to city and from dealer to dealer. And these prices are not carved in stone; dealers are sometimes willing to lower prices for you on slow-moving merchandise. On the other hand, don't expect any deals on the hot-selling new fad — if you really want to collect *The New Teen Titans*, you may find the market value is *more* than the *Guide* price. Check condition carefully to make sure that back issues haven't been "overgraded."

If you think a comic is overpriced — *don't buy it!* It sounds obvious, but all too many fans will buy it anyway and walk away feeling cheated. Then again, if you've been looking for *X-Men* #63 for four years, you may feel it's really *worth* twice the *Guide* price when you finally find it. But don't buy on impulse — wait to see whether it still looks so appealing when the thrill of discovery has faded. If you're buying for investment, get the best condition copies possible — but if you're buying to read (a sensible attitude) you can now get "good" copies for one-sixth of the "mint" price.

And avoid collecting fads — you'll get soaked in the worst possible way and be stuck with a case of white elephants when the fad cools.

—By Beppe Sabatini

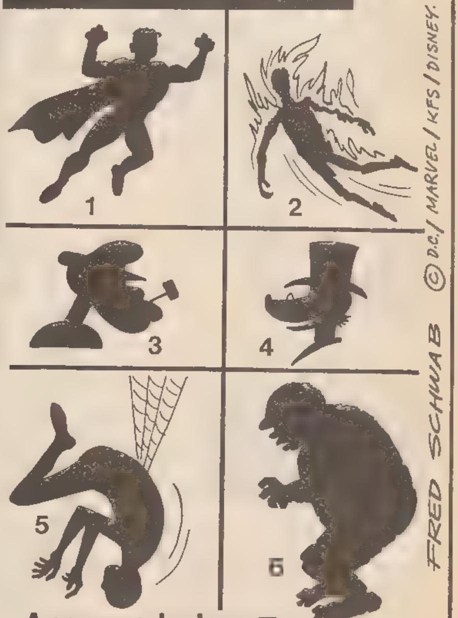


The 'Funnies'

"The word "funnies," so popular today with the majority of people who actually read comics, was originated by the kids in the early 1900s. They referred to the big, gaily colored comics sections, which they looked forward to reading every Sunday, as the "funny papers." Soon the grown-ups were speaking of the "funnies," too. But, even as used today, the word tends to refer more to Sunday than to daily comics." — *Coulton Waugh, in his book,* ***The Comics*** *Published by Macmillan in 1947.*

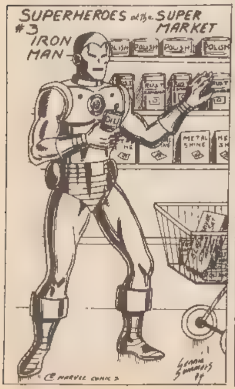
—Greg W. Myers

Who are we?



Answers below

① SUPERMAN ② HUMAN TORCH ③ POPEYE
④ UNCLE SCROOGE ⑤ SPIDERMAN ⑥ THE THING



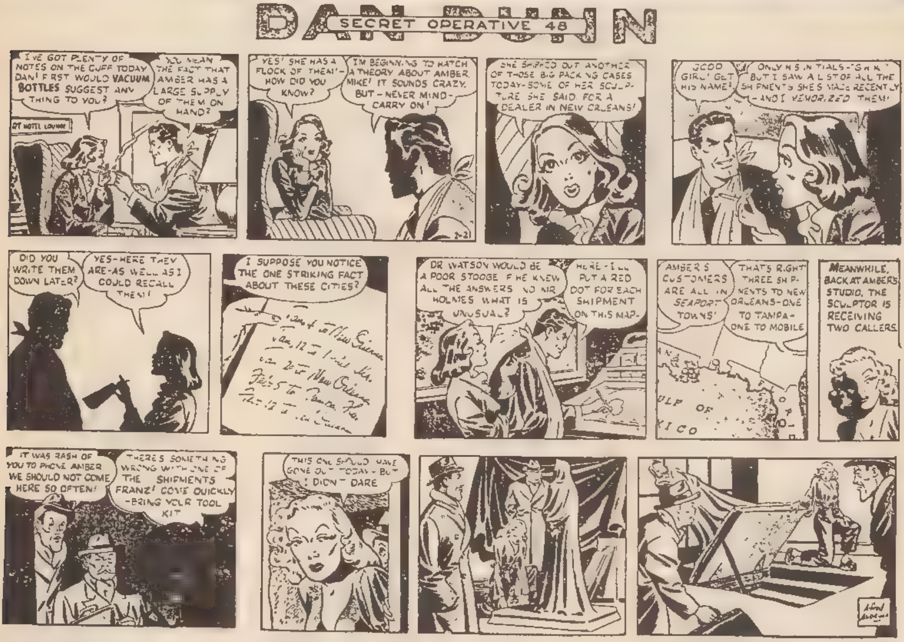
Shake Your Brain

"If I sit there and nothing is coming to me, I'll usually just start to draw regardless if there's any meaning to it. Sometimes that will create ideas. I sometimes think that— You know those little crystal balls that you shake up and the snow falls? That's how I think my brain works sometimes. You just kind of sit there and shake it and wait and see how things settle. If nothing comes, you shake it again." — *Gary Larson, cartoonist of* ***The Far Side****, interviewed in* ***City Limits Gazette*** *#10.*

— Bruce Chrislip

Funnies in the 40's

Part 3: PAPER BULLETS


DAN DUNN
SECRET OPERATIVE 48
I'VE GOT PLENTY OF NOTES ON THE CUFF TODAY DAN! FIRST WOULD VACUUM BOTTLES SUGGEST ANYTHING TO YOU?
YOU MEAN THE FACT THAT AMBER HAS A LARGE SUPPLY OF THEM ON HAND?
AT HOTEL LOUNGE
YES! SHE HAS A FLOCK OF THEM! — HOW DID YOU KNOW?
I'M BEGINNING TO HATCH A THEORY ABOUT AMBER, MIKE! IT SOUNDS CRAZY, BUT — NEVER MIND — CARRY ON!
2-21
SHE SHIPPED OUT ANOTHER OF THOSE BIG PACKING CASES TODAY — SOME OF HER SCULPTURE SHE SAID, FOR A DEALER IN NEW ORLEANS!
GOOD GIRL! GET HIS NAME?
ONLY HIS INITIALS — "G.H.K." BUT I SAW A LIST OF ALL THE SHIPMENTS SHE'S MADE RECENTLY — AND I MEMORIZED THEM!
DID YOU WRITE THEM DOWN LATER?
YES — HERE THEY ARE — AS WELL AS I COULD RECALL THEM!
I SUPPOSE YOU NOTICE THE ONE STRIKING FACT ABOUT THESE CITIES?
DR WATSON WOULD BE A POOR STOOGE IF HE KNEW ALL THE ANSWERS. NO MR HOLMES, WHAT IS UNUSUAL?
HERE — I'LL PUT A RED DOT FOR EACH SHIPMENT ON THIS MAP.
AMBER'S CUSTOMERS ARE ALL IN SEAPORT TOWNS!
THAT'S RIGHT! THREE SHIPMENTS TO NEW ORLEANS — ONE TO TAMPA — ONE TO MOBILE
GULF OF MEXICO
MEANWHILE, BACK AT AMBER'S STUDIO, THE SCULPTOR IS RECEIVING TWO CALLERS.
IT WAS RASH OF YOU TO PHONE AMBER. WE SHOULD NOT COME HERE SO OFTEN!
THERE'S SOMETHING WRONG WITH ONE OF THE SHIPMENTS FRANZ! COME QUICKLY — BRING YOUR TOOL KIT
THIS ONE SHOULD HAVE GONE OUT TODAY — BUT I DIDN'T DARE

The '30s had seen cops and G-Men come shooting their way into the comics sections, with Dick Tracy, Red Barry, and Secret Agent X-9 among the most notable.

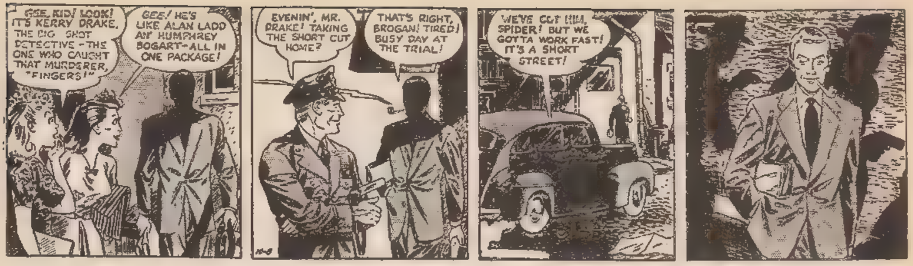
The detectives who came along during the next decade were a different breed: private detectives for the most part, men who preferred to work outside the system. Some were tough guys; some leaned toward the intellectual approach

Ron Goulart

to detection; and a few were just plain silly. We'll be meeting them all in this installment.

Before we get to the first new detective of the '40s, it's necessary to consider the final days of an operative who began his crimebusting career back in the '30s. *Dan Dunn* had been created, if that's the word, by Norman Marsh late in 1933 as the Publishers Syndicate answer to *Dick Tracy*. Marsh, a man of limited talent but considerable drive, had become a professional cartoonist after having been a Marine, a prizefight promoter, and an agent for the Treasury Department.

His Dan Dunn possessed a profile


GEE, KID! LOOK! IT'S KERRY DRAKE, THE BIG SHOT DETECTIVE — THE ONE WHO CAUGHT THAT MURDERER, "FINGERS!"
GEE! HE'S LIKE ALAN LADD AN' HUMPHREY BOGART — ALL IN ONE PACKAGE!
EVENIN', MR. DRAKE! TAKING THE SHORT CUT HOME?
THAT'S RIGHT, BROGAN! TIRED! BUSY DAY AT THE TRIAL!
WE'VE GOT HIM, SPIDER! BUT WE GOTTA WORK FAST! IT'S A SHORT STREET!

*Above is a strip from the first week of **Kerry Drake**, which began in October 1943 from Publishers Syndicate. The strip replaced the syndicate's **Dan Dunn**. Below is an introductory strip designed for a paper which picked up the strip in mid-story.*

that, except for a squarer chin, was identical to that of Tracy. His sidekick was a variation of Pat Patton, being fatter, dumber, and named Irwin Higgs The plots mixed the hardboiled and the melodramatic. The drawing was godawful, yet at the height of its success *Dan Dunn* was appearing in 135 newspapers.

Marsh, with the help of an assortment of assistants, kept the strip going into the '40s. When he heard radio reports of the Japanese attack on Pearl Harbor, he made up his mind to get back into the service. "That afternoon I wired the Marine Corps in Washington, and three months later I was on my way to the South Pacific with a commission."

Allen Saunders, who took over the writing of the detective strip, has a different version of the reason Marsh gave up *Dan Dunn*. "Marsh had had a bitter argument with the syndicate partners . . . and had stormed out of the office slamming the door so hard he shattered the glass," he recalled.

Paul Pinson, later a successful advertising artist, was Saunders' first partner. He took the strip away from its awkward cartoony look and brought it closer to the Caniff school. The next artist brought it all the way there.

Alfred Andriola was fresh from a four-year stint of doing *Charlie Chan* — followed by a brief filing in comics books with *Captain Triumph* — when he took over *Dan Dunn* in January 1943.

Andriola told how this job came about many times during his lifetime. "I was approached by Publishers Syndicate to take over their *Dan Dunn* strip," he once explained. "I said I was only interested in starting a detective character of my own." A compromise was reached and "if I finished their existing contracts with newspapers on *Dunn*, I could concurrently work on my own character."

Dan was sent off to war on Sunday, October 3, 1943. The next day *Kerry Drake* began appearing in his slot. Andriola said he enjoyed doing both the earlier detective strips, but not "as much as *Kerry Drake*, who, after all, was my creation."

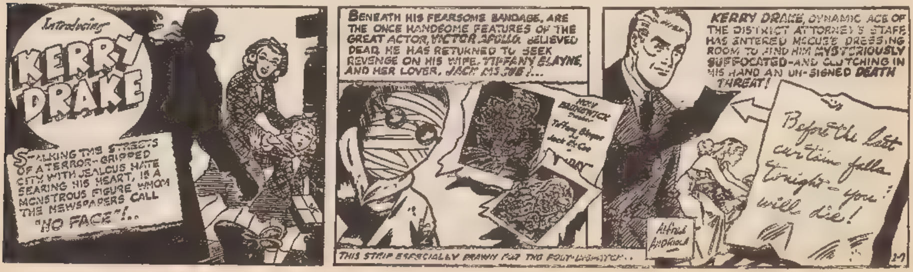
Saunders gives a somewhat different account of the conception and birth of the white-haired sleuth. "Eventually, to avoid possible steps by Marsh to recover his abandoned property, it was decided to substitute in client papers an entirely new strip, *Kerry Drake*. In 1943 this step was taken, with the loss of very few papers. As an artist partner I was teamed with Alfred Andriola, a Greenwich Village resident." Saunders indicated he did not find the relationship especially pleasant. "Andriola demanded credit for the writing as well as the art work and in all publicity identified himself as the sole creator of *Drake*. We differed often on plots and dialogue, exchanging arumentative letters or wrangling over the phone."

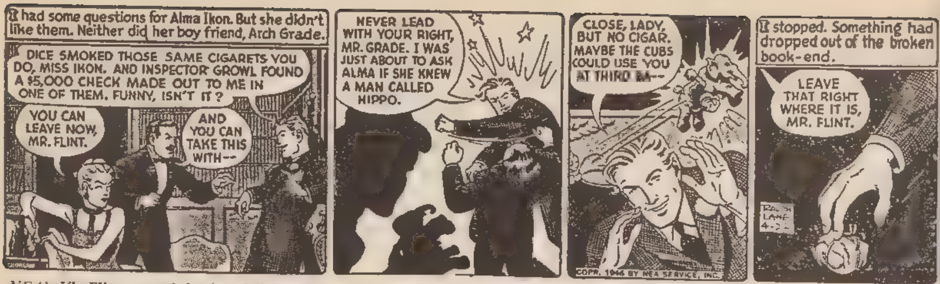
Despite a less than harmonious team, *Kerry Drake* was a first-rate strip in its early years. The Andriola version of the Caniff style, achieved with the help of a variety of assistants, was attractive and made the new strip look considerably more sophisticated than any of its older cops and robber competitors.

Saunders' continuities, using villains that now and then must've made even Chester Gould a shade envious — Fingers, No Face, Dr. Zero, Bottleneck, Stitches, Mother Whistler, etc. — were good, and he knew how to build suspense just about as well as anybody in the business.

Drake's occupation was somewhat vague in the initial sequences. Promotional material described him as "a keen-witted, cotton-topped private investigator who is attached to the staff of the district attorney." He operated out of his own office and had a pretty secretary, Sandy Burns, and a redheaded office boy known as Firetop.

Eventually Drake lost his private status and seemed to be working directly with the D.A. Still later, he became a


Introducing
KERRY DRAKE
STALKING THE STREETS OF A TERROR-GRIPPED CITY WITH JEALOUS HATE SEARING HIS HEART, IS A MONSTROUS FIGURE WHOM THE NEWSPAPERS CALL "NO FACE"!..
BENEATH HIS FEARSOME BANDAGE, ARE THE ONCE HANDSOME FEATURES OF THE GREAT ACTOR, VICTOR APOLLO. BELIEVED DEAD, HE HAS RETURNED TO SEEK REVENGE ON HIS WIFE, TIFFANY ELAYNE, AND HER LOVER, JACK McCUE!...
NEW BRUNSWICK
Tiffany Elayne
Jack McCue
KERRY DRAKE, DYNAMIC ACE OF THE DISTRICT ATTORNEY'S STAFF, HAS ENTERED McCUE'S DRESSING ROOM TO FIND HIM MYSTERIOUSLY SUFFOCATED — AND CLUTCHING IN HIS HAND AN UN-SIGNED DEATH THREAT!
Before the last curtain falls tonight — you will die!
Alfred Andriola
THIS STRIP ESPECIALLY DRAWN FOR THE


I had some questions for Alma Ikon. But she didn't like them. Neither did her boy friend, Arch Grade.
DICE SMOKED THOSE SAME CIGARETS YOU DO, MISS IKON. AND INSPECTOR GROWL FOUND A $5,000 CHECK MADE OUT TO ME IN ONE OF THEM. FUNNY, ISN'T IT?
YOU CAN LEAVE NOW, MR. FLINT.
AND YOU CAN TAKE THIS WITH--
NEVER LEAD WITH YOUR RIGHT, MR. GRADE. I WAS JUST ABOUT TO ASK ALMA IF SHE KNEW A MAN CALLED HIPPO.
CLOSE, LADY, BUT NO CIGAR. MAYBE THE CUBS COULD USE YOU AT THIRD BA--
I stopped. Something had dropped out of the broken book-end.
LEAVE THAT RIGHT WHERE IT IS, MR. FLINT.
RALPH LANE 4-2-
COPR. 1946 BY NEA SERVICE, INC.

*NEA's **Vic Flint** started the first full week of 1946 This strip appeared in one of its earliest sequences*

police detective.

The strip was a successful one and lasted for 40 years. The syndicate decided to cancel it only after Andriola's death.

1946 was the year of the private eye. That summer *The Big Sleep*, with Bogart as Raymond Chandler's Philip Marlowe, opened in movie palaces around the country. That autumn, *The Adventures of Sam Spade*, with Howard Duff as Hammett's hardboiled sleuth, began its radio run on CBS. Earlier in the year two private eyes made their debuts on the comics pages. One was a tough, hardboiled type, the other more cerebral. Both of them, interestingly enough, were former Marines.

Vic Flint introduced himself on Sunday, January 6. Like many a private-eye novel, including all those of Chandler and most of Hammett's, Flint's adventures were told in the first person. The initial daily commenced: "The whole thing started late one afternoon. I was sitting in my office reading the papers about a killing. And then my door opened." Flint was a good-looking blond guy. He went in for herringbone suits and snapbrim hats, and there was almost always a cigaret between his lips. He was fond of wisecracks, went along with the cops, but didn't take any guff from them.

His world was a somewhat watered-down version of the one to be found in the *film noir* mysteries of the period, filled with cigar-chomping cops, oily gangsters, blonde showgirls, crooked politicans, glittery nightclubs, and dark alleys.

The artist on *Vic Flint* was Ralph Lane, a former gag cartoonist who'd spent his last few years assisting Roy Crane on *Buz Sawyer*. His style was a shade more realistic than Crane's, and he liked to do detailed long shots that established the strip's various locales. The writing was credited to Michael O'Malley, but this was actually a penname for NEA syndicate feature editor Ernest "East" Lynn.

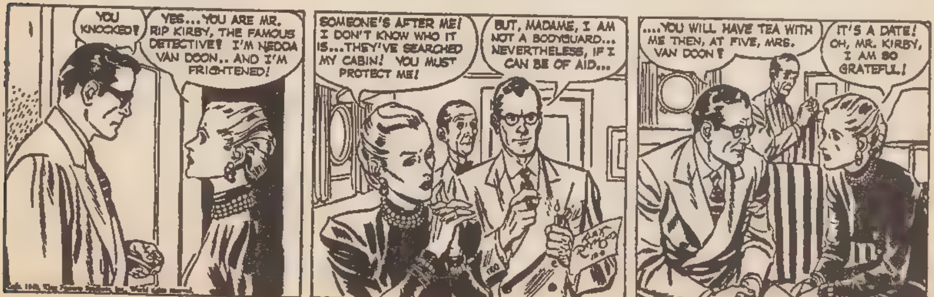
Lane was rather abruptly relieved of his duties in the autumn of 1950. In fact, he disappeared in the midst of the Sunday page for October 8, and his successor provided the final panel. Dean Miller was a man of lesser talent who had been drawing a Sunday page entitled *Mighty O'Malley* for the Chicago *Tribune*. The Flint strip did not thrive under his pen.

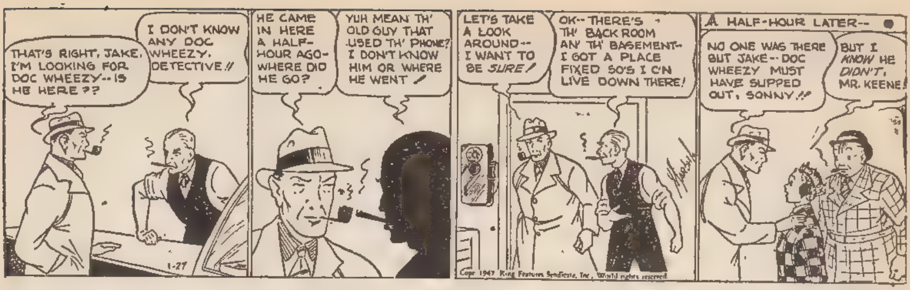
Another Marine, recently back from the Pacific, set up shop as a private detective two months after Vic Flint. Rip Kirby, however, was an intellectual — we knew that right off, since he wore glasses — and definitely upper-class.

He lived in a posh Manhattan apartment, complete with grand piano and British valet. He was a golfer and had a blonde ladyfriend who was pretty enough and slender enough to be hired as a fashion model before the strip was two weeks old

Alex Raymond, just out of the Marine Corps himself, took sole credit for the strip. Actually he did little of the writing. The original notion came from King Features editor Ward Green — author of several mystery novels, including *Death in the Deep South* and *The Havana Hotel Murders* — and Fred Dickenson was signed on as scriptwriter fairly early. Raymond's style had changed considerably since he'd abandoned *Flash Gordon* in the spring of 1944. He no longer went in for heroic tableaus and melodramatic action. *Rip Kirby* was much more relaxed and realistic. Raymond seemed intent on proving he could draw people in natural poses and settings and was capable of indicating character and attitude a great deal more subtly than he had in the days of Ming the Merciless.

The strip was impressively well drawn in its first years. Raymond had long wanted to be a magazine illustrator and in *Rip Kirby* he demonstrated he could compete with the best of them. The continuities themselves were never quite


YOU KNOCKED?
YES...YOU ARE MR. RIP KIRBY, THE FAMOUS DETECTIVE? I'M NEDDA VAN DOON.. AND I'M FRIGHTENED!
SOMEONE'S AFTER ME! I DON'T KNOW WHO IT IS...THEY'VE SEARCHED MY CABIN! YOU MUST PROTECT ME!
BUT, MADAME, I AM NOT A BODYGUARD... NEVERTHELESS, IF I CAN BE OF AID...
...YOU WILL HAVE TEA WITH ME THEN, AT FIVE, MRS. VAN DOON?
IT'S A DATE! OH, MR. KIRBY, I AM SO GRATEFUL!


THAT'S RIGHT, JAKE, I'M LOOKING FOR DOC WHEEZY-- IS HE HERE??
I DON'T KNOW ANY DOC WHEEZY, DETECTIVE!!
1-27
HE CAME IN HERE A HALF-HOUR AGO-- WHERE DID HE GO?
YUH MEAN TH' OLD GUY THAT USED TH' PHONE? I DON'T KNOW HIM OR WHERE HE WENT!
LET'S TAKE A LOOK AROUND-- I WANT TO BE SURE!
OK-- THERE'S TH' BACK ROOM AN' TH' BASEMENT-- I GOT A PLACE FIXED SO'S I C'N LIVE DOWN THERE!
Marsh
Copr. 1947 King Features Syndicate, Inc., World rights reserved.
A HALF-HOUR LATER--
NO ONE WAS THERE BUT JAKE-- DOC WHEEZY MUST HAVE SLIPPED OUT, SONNY!!
BUT I KNOW HE DIDN'T, MR. KEENE!

(Above.)**Dan Dunn** creator Norman Marsh also created **Hunter Keene** for King Features in 1946. (Below.) Alex Raymond, already known to comic-strip fans for his **Flash Gordon**, produced the detective strip **Rip Kirby** for King Features

as good as the pictures that went with them, modest reworkings for the most part of the kind of plots to be found in B-movies of a decade or so earlier.

There were always interesting characters, though: Honey Dorian, Rip's blonde girlfriend; Desmond, his Jeeves-like man; the loathesome villain known as the Manlger; Pagan Lee, the gunmoll with a heart of gold, etc. Raymond was killed in 1956, while test-driving the car of his colleague Stan Drake. The strip was taken over by John Prentice and continues to this day.

As was noted earlier, Dan Dunn retired to make way for the silverhaired Kerry Drake. Newspaper readers, however, had not seen the last of Dunn. In the spring of 1946 he returned under a new name and for a new syndicate. Norman Marsh, fresh out of the Marines and as brashly inept as ever, managed to sell King Features a daily strip entitled *Hunter Keene*. Police detective Keene had the same profile as Dunn, the same Dick Tracy hat. He even had the same sidekick, a fat dimwitted fellow who smoked a cigar and wore a derby. Irwin Higgs in the original version, he was now known as Blimpy. The strip succumbed a few days before its first birthday.

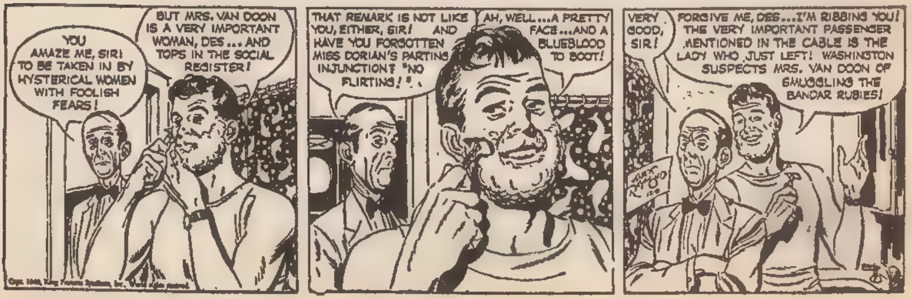
Detective strips showed up in some unusual places in the post-war years. The New York Herald Tribune Syndicate, after decades of bland domestic humor with the likes of *Mr. & Mrs.* and *Clarence* and animal whimsy with *Peter Rabbit*, took a fling with mystery and adventure.

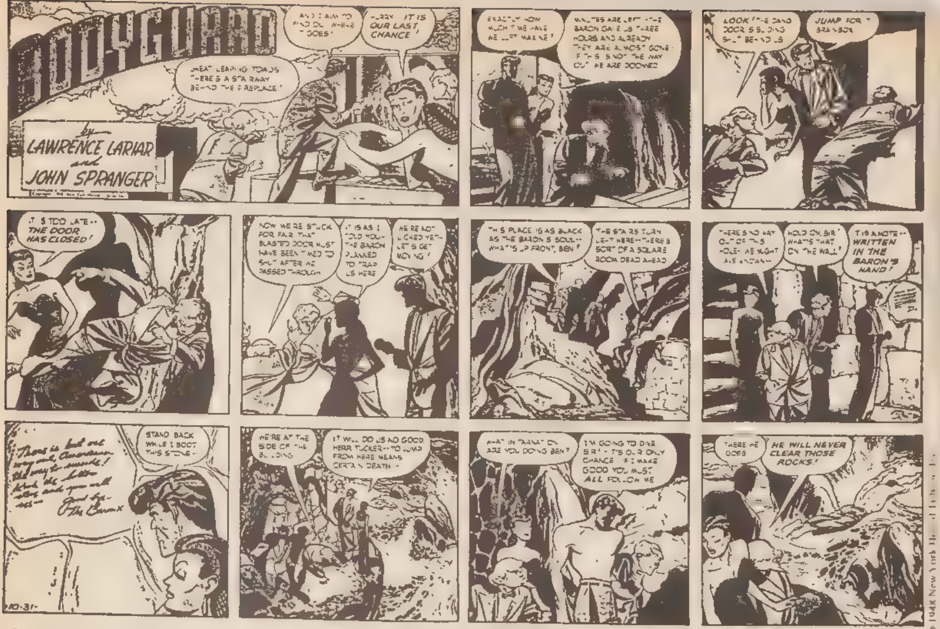
In the waning years of the '40s, under the editorship of Harold Straubing, the syndicate started offering its customers action and intrigue. Straubing, a man recalled with a minimum of fondness by many of those who worked with him, had acquired the job of comics editor by convincing the sedate old syndicate its list of comic strips was in need of revision. He was responsible for the addition of two detective strips, *Bodyguard* and *The Saint*.

Bodyguard should've been a hit. It was well written and impressively drawn. The continuity was by Lawrence Lariar, gag cartoonist, editor, and sometime mystery novelist. His *The Man With The Lumpy Nose*, about murder in the comics world, had won Dutton's Red Badge prize. The artwork was by John Spranger, who had some pretty fair credits himself. A graduate of comic books, he'd worked in the Binder shop and then gone on to Quality where he drew Plastic Man and Dollman. When Will Eisner returned to the weekly *Spirit* in 1946, Spranger went to work for him and did quite a bit of drawing. By the time he took on *Bodyguard*, he'd blended the Eisner inking and inventive breakdowns, the Jack Cole approach to action, and his own natural ability into a highly effective style. Intially a Sunday-only feature, *Bodyguard* began appearing on May 2, 1948.

Its star Ben Friday was, like many comic-strip heroes of the period, a returning serviceman. In the first sequence his old OSS commanding officer helped Friday set up as a freelance bodyguard-private investigator by arranging for him to protect an eccentric millionaire named Hyram Tucker. Tucker had a lovely redhaired granddaughter named Linda and a rare One Cent British Guiana postage stamp that rival collectors were willing to kill for. To show you how inflation, recession, etc., have changed our ideas of what constitutes wealth — everyone was awed by the fact that the stamp is worth the incredible sum of $50,000.

This initial caper took Friday to an assortment of dangerous locales and concluded on a mysterious island ruled by an ex-Nazi who was a dead ringer


YOU AMAZE ME, SIR! TO BE TAKEN IN BY HYSTERICAL WOMEN WITH FOOLISH FEARS!
BUT MRS. VAN DOON IS A VERY IMPORTANT WOMAN, DES... AND TOPS IN THE SOCIAL REGISTER!
THAT REMARK IS NOT LIKE YOU, EITHER, SIR! AND HAVE YOU FORGOTTEN MISS DORIAN'S PARTING INJUNCTION? "NO FLIRTING!"
AH, WELL... A PRETTY FACE... AND A BLUEBLOOD TO BOOT!
VERY GOOD, SIR!
FORGIVE ME, DES... I'M RIBBING YOU! THE VERY IMPORTANT PASSENGER MENTIONED IN THE CABLE IS THE LADY WHO JUST LEFT! WASHINGTON SUSPECTS MRS. VAN DOON OF SMUGGLING THE BANDAR RUBIES!


BODYGUARD
by LAWRENCE LARIAR and JOHN SPRANGER
GREAT LEAPING TOADS—THERE'S A STAIRWAY BEHIND THE FIREPLACE!
AND I AIM TO FIND OUT WHERE IT GOES!
HURRY! IT IS OUR LAST CHANCE!
EXACTLY HOW MUCH TIME HAVE WE LEFT, MAXINE?
MINUTES ARE LEFT—THE BARON GAVE US THREE HOURS AND ALREADY THEY ARE ALMOST GONE—IF THIS IS NOT THE WAY OUT WE ARE DOOMED
LOOK—THE SAND DOOR IS SLIDING SHUT BEHIND US
JUMP FOR IT BRANBOX
IT'S TOO LATE— THE DOOR HAS CLOSED!
NOW WE'RE STUCK FOR FAIR. THAT BLASTED DOOR MUST HAVE BEEN TIMED TO SHUT AFTER WE PASSED THROUGH
IT IS AS I TOLD YOU—THE BARON PLANNED TO TRAP US HERE
WE'RE NOT LICKED YET—LET'S GET MOVING!
THIS PLACE IS AS BLACK AS THE BARON'S SOUL—WHAT'S UP FRONT, BEN?
THE STAIRS TURN LEFT HERE—THERE'S SORT OF A SQUARE ROOM DEAD AHEAD
THERE'S NO WAY OUT OF THIS HOLE—WE MIGHT AS [illegible]
HOLD ON, SIR! WHAT'S THAT ON THE WALL?
TIS A NOTE— WRITTEN IN THE BARON'S HAND!
There is but one way out, Americans—the way to suicide! Kick the letter block and you all [illegible] Good bye— The Baron
STAND BACK WHILE I BOOT THIS STONE—
WE'RE AT THE SIDE OF THE BUILDING
IT WILL DO US NO GOOD, HERR TUCKER—TO JUMP FROM HERE MEANS CERTAIN DEATH—
WHAT IN TARNATION ARE YOU DOING, BEN?
I'M GOING TO DIVE, SIR!—IT'S OUR ONLY CHANCE—IF I MAKE GOOD YOU MUST ALL FOLLOW ME
THERE HE GOES
HE WILL NEVER CLEAR THOSE ROCKS!
10-31-

© 1948 New York Herald Tribune Inc

for his client. There was plenty of action, intrigue, and romance — plus some comedy and a dandy explosion.

Later assignments involved him in shipboard dangers, treks through the jungles of India, etc. On one of his adventures Friday aided a pudgy and highly intelligent little boy known as The Bantam Prince, little realizing that the ingratiating tyke would eventually oust him from his own strip.

A daily was added in 1949 and in the summer of that year *Bodyguard* became *Ben Friday.* So far so good, but in October 1950 the title changed to *The Bantam Prince.* Early the following month Friday sailed out of the strip, in the company of a pretty blonde young woman, and was seen no more. Spranger stayed on for another year and then, as will be detailed below, moved on. The artwork for the strip's final years was by the late Carl Pfeuffer.

The Saint began as a daily strip in September 1948, adding a Sunday page the next year. Simon Templar, the Robin Hood of modern crime, came along in 1928 in Leslie Charteris' novel *Meet The Tiger.* In the '30s and '40s the enterprising Charteris managed to have The Saint translated into several other media, including movies, radio, and comic books. The continuities on the newspaper strip were actually written by Charteris. The artist was Mike Roy, another comic book veteran. He'd ghosted the *Sub-Mariner* and done quite a bit of true-crime stuff in a style that was a variation of Dan Barry's. The quality of his work fluctuated, being somewhat dependent on his inkers. The best period occured when Jack Davis served in that capacity.

The first week showed Templar and his lowbrow sidekick, Hoppy Uniatz, rescuing a little girl from kidnappers. Then there was a segue into a sequence about a fat villain named Jolly Joe who was running a protection racket with nightclub showgirls. Those who didn't co-operate got acid in the face. The story ended with Jolly Joe getting shot with his own acid gun, after the Saint had rigged it to backfire.

Charteris varied his continuities, using spoiled heiresses who were being victimized by hoodlums, searches for pirate gold, stolen chemical-biological weapons, foreign intrigue in mythical kingdoms, etc.

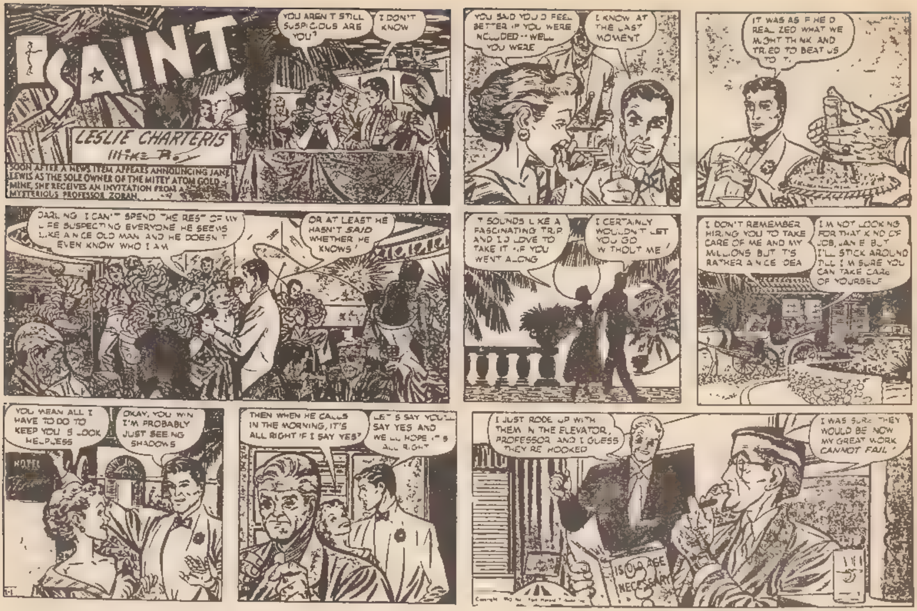
When Mike Roy left the feature in 1951, Spranger stepped in. He modified his style for the job, moving away from his Eisner days. Later on in the '50s The Saint, who'd first appeared as a clean-shaven chap, took to sporting a rather satanic van dyke beard. Spranger stayed on until 1959, when, following a few weeks of ghosting by Bob Lubbers, the strip was turned over to Doug Wildey. It ended in the early '60s. Gil Kane had been picked to carry on after Wildey, but the syndicate decided the strip's diminishing list of papers didn't make it worth continuing.

Another well known detective was to be seen in the funnies in the '40s — but only to sell hair tonic.

Sam Spade made his debut in 1929, when the pulp *Black Mask* serialized Hammett's *The Maltese Falcon.* The latest movie version, starring Bogart, had appeared in 1941. And, as noted, the radio show took to the airwaves in 1946. The sponsor was Wildroot Cream Oil, and in the late '40s it also advertised by way of a *Sam Spade* Sunday page. This ran about once a month and was handsomely drawn and not too brightly written. The artist was Lou Fine, another recent graduate of comic books.

Several other lesser detective and crime strips appeared in the '40s, among them *Thirty Paige*, *Lance Lawson*, and *Judge Wright.* This last was a rather meanminded and violent strip that was drawn, in turn, by three comic-book artists — Bob Fujitani, Fred Kida, and George Roussos.

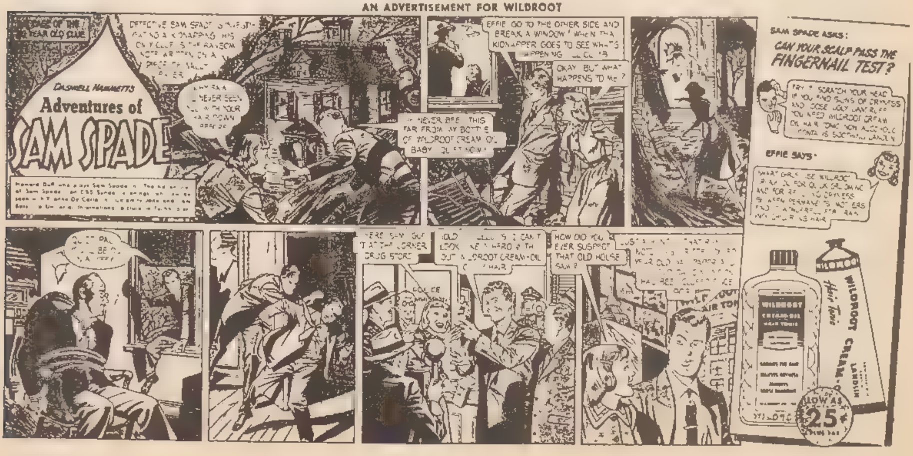
All the detectives we've talked about, with the exception of Rip Kirby, have vanished. And no decade since the '40s has seen the advent of so many of them.


The SAINT
LESLIE CHARTERIS
Mike Roy
SOON AFTER A NEWS ITEM APPEARS ANNOUNCING JANE LEWIS AS THE SOLE OWNER OF THE MITEY ATOM GOLD MINE, SHE RECEIVES AN INVITATION FROM A MYSTERIOUS PROFESSOR ZORAN...
YOU AREN'T STILL SUSPICIOUS ARE YOU?
I DON'T KNOW
YOU SAID YOU'D FEEL BETTER IF YOU WERE INCLUDED -- WELL YOU WERE
I KNOW AT THE LAST MOMENT
IT WAS AS IF HE'D REALIZED WHAT WE MIGHT THINK AND TRIED TO BEAT US TO IT
DARLING, I CAN'T SPEND THE REST OF MY LIFE SUSPECTING EVERYONE. HE SEEMS LIKE A NICE OLD MAN AND HE DOESN'T EVEN KNOW WHO I AM
OR AT LEAST HE HASN'T SAID WHETHER HE KNOWS!
IT SOUNDS LIKE A FASCINATING TRIP AND I'D LOVE TO TAKE IT -- IF YOU WENT ALONG
I CERTAINLY WOULDN'T LET YOU GO WITHOUT ME!
I DON'T REMEMBER HIRING YOU TO TAKE CARE OF ME AND MY MILLIONS BUT IT'S RATHER A NICE IDEA
I'M NOT LOOKING FOR THAT KIND OF JOB, JANIE, BUT I'LL STICK AROUND TILL I'M SURE YOU CAN TAKE CARE OF YOURSELF
YOU MEAN ALL I HAVE TO DO TO KEEP YOU IS LOOK HELPLESS
OKAY, YOU WIN. I'M PROBABLY JUST SEEING SHADOWS
HOTEL
THEN WHEN HE CALLS IN THE MORNING, IT'S ALL RIGHT IF I SAY YES?
LET'S SAY YOU'LL SAY YES AND WE'LL HOPE IT'S ALL RIGHT
I JUST RODE UP WITH THEM IN THE ELEVATOR, PROFESSOR, AND I GUESS THEY'RE HOOKED
I WAS SURE THEY WOULD BE NOW MY GREAT WORK CANNOT FAIL!
IS OLD AGE NECESSARY?

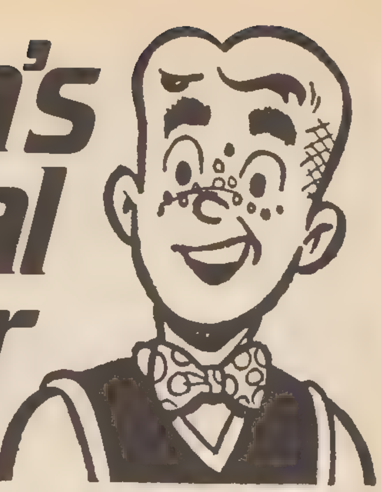
© 1950 New York Herald Tribune Inc

(Opposite:) ***Bodyguard*** *featured freelance bodyguard and private eye Ben Friday in exciting, well-drawn stories. (Above:) The British Saint, a Robin Hood of modern crime, first appeared in a novel by Leslie Charteris in 1928. The character was so successful Charteris did more novels and short stories about him — and eventually even a comic strip. (Below:) Dashiell Hammett's Sam Spade made it into comic strips via comic-strip commercials for Wildroot Cream Oil.*

AN ADVERTISEMENT FOR WILDROOT


CASE OF THE 12 YEAR OLD CLUE
DASHIELL HAMMETT'S
Adventures of
SAM SPADE
DETECTIVE SAM SPADE IS INVESTIGATING A KIDNAPPING. HIS ONLY CLUE IS THE RANSOM NOTE WRITTEN ON A PIECE OF YELLOW PAPER.
NEVER SEEN YOU WITH YOUR HAIR DOWN BEFORE
NEVER BEEN THIS FAR FROM MY BOTTLE OF WILDROOT CREAM-OIL, BABY
EFFIE, GO TO THE OTHER SIDE AND BREAK A WINDOW! WHEN THE KIDNAPPER GOES TO SEE WHAT'S HAPPENING
OKAY, BUT WHAT HAPPENS TO ME?
SAM SPADE ASKS:
CAN YOUR SCALP PASS THE FINGERNAIL TEST?
TRY IT. SCRATCH YOUR HEAD. IF YOU FIND SIGNS OF DRYNESS AND LOOSE UGLY DANDRUFF YOU NEED WILDROOT CREAM-OIL HAIR TONIC. NON-ALCOHOLIC. CONTAINS SOOTHING LANOLIN
EFFIE SAYS:
SMART GIRLS USE WILDROOT CREAM-OIL FOR QUICK GROOMING AND FOR RELIEVING DRYNESS
HERE'S SAM. GOT IT AT THE CORNER DRUG STORE
HAIR
HOW DID YOU EVER SUSPECT THAT OLD HOUSE, SAM?
POLICE
WILDROOT CREAM-OIL HAIR TONIC
Hair Tonic
WILDROOT CREAM-OIL
LANOLIN
NOW AS LOW AS 25¢

America's typical teen•ager



© 1964 Archie Comic Publications, Inc

By Walter Irwin

Summer, 1960: I'm sitting on the steps of my house with my best friend, Larry Moreland. Spread out between us is *Archie's Pals 'n' Gals* # 14, which I've just purchased at Trice's Super Market. Larry and I are (as kids used to do) reading the stories out loud, swapping off the Archie and Reggie characters and the hated "girls' parts." About halfway through the issue, we're interrupted by a sneering adult's voice:

"Aren't you kids getting a little too old to be reading comic books?"

We glance up to see one of my uncles glaring down at us. As we're both only about 10 years old — and of the generation which expects swift, slapping justice for talking back — we only mutter something in response on the order of "I guess so."

We, of course, don't think we're too old to be reading comic books, but, when confronted by such implacable disdain, the wisest course is always capitulation. So I toss the *Pals 'n' Gals* into the comics box that sits by my television, and we amble off to play Army or Cowboys or Cops and Robbers or some other more socially acceptable pastime.

That was 24 years ago. (Aside: That copy of *Pals 'n' Gals* vanished. Maybe my uncle trashed it, maybe I just lost it — but it wasn't until Houstoncon '81 that I was able to find another copy and finish reading the doggone thing!)

My uncle is long dead now, but, if he were still around and still chiding children for doing what comes naturally, I'd have the response I couldn't (and wouldn't) have given him back in '60: "Nope, the age of 10 — or 11 or 12 — is *not* too old to be reading comics . . . especially *Archie* comics. As a matter of fact, it's the *perfect* age . . . For an adolescent wants nothing more in this world than to be a *teen-ager* . . . to date, to drive cars, to spend time with his friends without the presence or interference of adults. Heck, that's what *Archie* comics are *for*!"

To a youngster plodding through his last years of elementary school, rebuffed by older brothers and sisters, feeling the first stirrings of his sexual identity, the teen years seem to be a time of unlimited freedom, privileges, and opportunity. *Archie* comics were a vicarious means of safely enjoying teen pleasures and perks without risking the wrath of parents or teachers or, worse, older siblings, all of whom took a dim view of anyone trying to "grow up too fast."

Archie comics served as guidelines for the behavioral patterns and class structure we would be facing in a few years. And, if our teens didn't turn out to be quite as much fun or not quite as exciting and a helluva lot less free than *Archie* comics promised and predicted, well . . . We didn't know or worry about the psychological and sociological ramifications back then, anyway, for no matter how alluringly *Archie* comics might have painted teenage life, we wouldn't have bought and read them if they weren't funny. And they were — very.

Archie comics were among the funniest books published during the '40s, '50s, and early '60s, matched in popularity and consistency only by the Barks *Donald Duck* and *Uncle Scrooge* comic books, John Stanley's *Little Lulu*, and DC's bizarre *Fox and the Crow*. Among the similar types of "teen" titles, literally hundreds of which were on the market, nothing else even came close.

Like the Duck and Lulu titles, comics featuring Archie and his gang concentrated first on storytelling and crisp, clean artwork. The stories were not simply a gamut of jokes or pratfalls through which the characters were run at top speed. The humor grew naturally out of the characters themselves and their reactions to events and each other. While many other strips followed this formula, none were as successful. To understand why, we must look at the origins and basic philosophy underlying *Archie* comics.

Archie is one of the few successful "committee characters" to emerge from the highly disorganized, fractious world of '40s comics publishing. Most other lasting and highly popular creations from that era (or even earlier) were the product of independent, individualistic creators (*Superman, Captain Marvel, Captain America*) or were adapted from other media (*Mickey Mouse, The Lone Ranger, Dick Tracy*). Usually, company-directed creation ended up giving us such scintillating characters as *The Angel, Marvel Boy*, and *Rulah*, to name just a few.

Archie, thanks to imagination and careful planning at the very beginning, began a notch above average and soon rose to the level of hilarity and relative sophistication at which it would remain for almost 25 years.

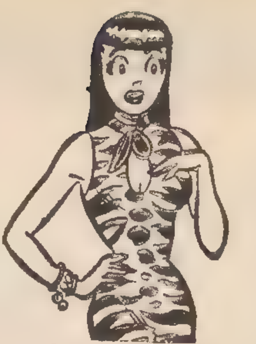
Originally envisioned as a backup feature designed primarily to break up the tedium engendered by MLJ's roster of successful but unexciting super-heroes, *Archie* was frankly based in large part upon the lines of the (then) tremendously popular *Andy Hardy* series films. (Even the main "gimmick" of the *Archie* series, that Archie would be continually torn between two rival girlfriends, was a mainstay of the *Hardy* films.) MLJ Publisher John Goldwater Sr. and *Pep Comics* Editor Harry Shorten worked out the basics of the series, and the first story was then assigned to writer Vic Bloom and artist Bob Montana.

For many years it was widely believed that Bob Montana single-handedly created *Archie*, a misapprehension brought about mainly by the success of the *Archie* newspaper strip, which has always been more widely circulated and read than the comic books. Although the contributions of Bob Montana to the series cannot be overlooked, it is incorrect to state that he created the series. What Montana *did* do was to design the distinctive look of the characters and their world — a design which (largely under Montana's guidance) matured and developed throughout the '40s and early '50s, until it became the classic "Archie look" which remains virtually unchanged until this day.

What Bob Montana achieved in his design of the *Archie* strips (in both comics and newspapers) was a (then) unique style of artwork which perfectly complimented the humorous situations with cartoony, slapstick, even often "bigfoot" art, while at the same time rendering realistic and complimentary facial expressions, postures, props, clothing, and hairstyles.

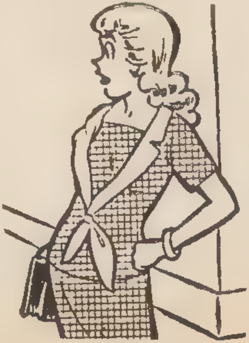
(In later years, clothing and hairstyles were to become particularly important, for many young girls' tastes in clothes and, more importantly, their sense of how they should look and act as a stylish, "in" teen was formed as much by careful scrutiny of Betty and Veronica as it was by exposure to peers. Indeed, many adolescents in rural areas, both male and female, got their first look at current fads and fashions in an *Archie* comic, for not only were the creators based in New York (where almost all news, fashions, fancies, etc. originated during the '50s), but they obviously kept close tabs on what was happening in the teen subculture.)

Thanks to Montana, *Archie* comics gained a distinctive and attractive look to which readers immediately responded. Although the characters had cartoon faces, seldom (and *never* without story justification) did the facial expressions contort into grotesque exaggeration, such as popping eyeballs or impossibly wide mouths. The anatomy of the characters, with certain exceptions, was realistic and in proportion, both to each other and to the surroundings. Backgrounds and props were cleanly and often realistically delineated with a minimum of detail. And violent physical action, like facial expression, was held to a bare minimum — used only to make a telling visual point or perfectly cap a joke.



© 1964 Archie Comic Publications, Inc

All of this was nothing new, of course. The same techniques had been created and refined over many years by syndicated newspaper comic-strip artists. *Blondie, Thimble Theater, L'il Abner*, and many, many others each offered textbook examples of clean, unexaggerated, economical storytelling and visual humor. It is to Bob Montana's credit that he was able to adapt the best of this to a completely different kind of strip while maintaining his own, unique style in the process. Small wonder that, once he began drawing the *Archie* daily and Sunday newspaper strip, it was an immediate success, as well as highly respected in the industry.



© 1964 Archie Comic Publications, Inc

This style was perfectly suited to the series which could, and did, cover a wide range of story-telling, from the realistic to the fantastic, from slapstick humor to deadly serious moralizing. It is no accident that almost every "teen" character (and many that weren't teens or teen-oriented, such as *Millie the Model*) aped Montana's basic designs.

The development of such a suitable and enduring style took time, however, and the Archie that made his debut in *Pep Comics* #22, cover-dated December 1941, was in appearance quite unlike the well-known and immediately recognizable Archie Andrews we grew up with.

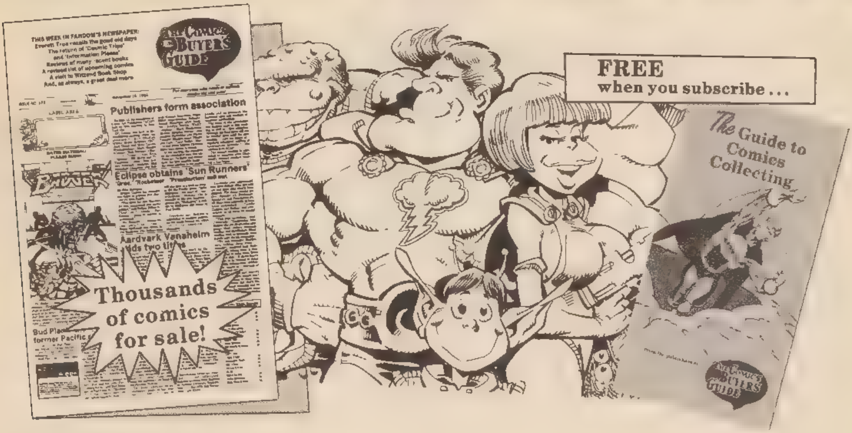
Archie, Betty, and Jughead were the only three members of what would soon become the regular cast to appear in the premiere episode. Archie was extremely buck-toothed (this would remain for some years; one of Reggie's favorite insults for Archie in the '50s was "Rabbit Teeth"), had very prominent "chipmunk cheeks," and was very gangly. One can only think of a hamster crossed with Mickey Rooney

Betty, who had just moved into the neighborhood and introduced herself to Archie (already she bore the look of one permanently, hopelessly smitten), had her familiar bangs and curls, and Jughead had his beanie and sweater with the ever-present, mysterious "S." Archie insisted that everyone call him "Chick," claiming he hated the name Archie — and Archibald is, of course, unthinkable. This little bit of ill-considered characterization didn't last long. Somebody apparently realized that it didn't make much sense to have the title character constantly referred to by another name.

Surprisingly, Archie and his friend all appeared to be only about 12 years old. But for the adolescently nubile Betty, one might even have believed them four or five years younger still, so childish are their antics, dress and speech patterns.

Perhaps Bloom and Montana were hedging their bets by restricting Archie and his friends, at least for a while, to that nebulous age known as the "preteen," wherein the joys and follies of childhood have not yet been abandoned, yet interest in such teen activities as dating and driving is beginning to grow. Shorten must have been quick to realize this would also expand story possibilities, so soon the kids were growing at an amazing rate, and in a few short months were full-fledged teens, albeit a

Your weekly guide to comics!


THIS WEEK IN FANDOM'S NEWSPAPER:
Everett True recalls the good old days
The return of 'Cosmic Trips'
and 'Information Please'
Reviews of many recent books
A revised list of upcoming comics
A visit to Wizzard Book Shop
And, as always, a great deal more
The Comics Buyer's Guide
Publishers form association
Eclipse obtains 'Sun Runners'
Aardvark Vanaheim adds two titles
Thousands of comics for sale!
FREE
when you subscribe . . .
The Guide to Comics Collecting
The Comics Buyer's Guide

Find out what's new in comics with CBG!

Keep on top of the fast-paced world of comics with **The Comics Buyer's Guide** — the only *weekly* publication devoted to comics! You'll always know which publishers are releasing new titles in the future with CBG!

Don & Maggie Thompson, our co-editors, have been writing and editing publications in comics fandom for a combined total of over 40 years. Their experience and contacts means you can depend on CBG for the most up-to-date news, views and reviews about comics.

Plus CBG columnists like Cat Yronwode, Ron Goulart, Tony Isabella, Lawrence Watt-Evans, Kim Metzger, and many others keep you informed of the many different facets of comics publishing and comics collecting.

Getting CBG 52 times a year is easy — just fill out the form below and mail it with your payment. Your first issue will be in your mail box within 2 weeks!

Subscribe today – find out what's new in comics fandom for less than 42¢ a week!*

THE COMICS BUYER'S GUIDE

Circulation Department
700 E. State Street
Iola, WI 54990

* Based on 1 year subscription rate.

Sample copy available upon request.

ORDER FORM

Clip and mail coupon with payment to:

The Comics Buyer's Guide
Circulation Department
700 E. State Street
Iola, WI 54990

I want to find out what's new in comics every week! Send me **CBG** for the following term plus my **FREE** Guide to Comics Collecting:

( ) ½ year (26 issues) plus *FREE* guide $12.00
( ) 1 year (52 issues) plus *FREE* guide $22.00
( ) New subscription
( ) Renewal/Extension
( ) Check or money order enclosed.
( ) Charge to MasterCard/VISA.

Foreign addresses, including Canada and Mexico, please add the following for extra postage and handling costs: ½ year add $6; 1 year add $12. All payments must be made in U.S. funds or by a check drawn on a U.S. bank

Account # ____________________

Expires: Mo ____________ Yr ____________

Signature ____________________

Name ____________________

Address ____________________

City ____________________

State ____________ Zip ____________

ALH

Get the inside s
on comics collec

every week with The Comics Buyer's

Find out what's happening in the world of comics every week with a **CBG** subscription. News, columns and collecting tips appear in each issue.

Thousands of comics are advertised for sale, wanted or for trade. All types and eras of comics from hot new titles to rare Golden and Silver Age comics are available.

Join the thousands of satisfied collectors who rely upon **CBG** every week for news and ads. Subscribe now and receive your copy of **The Guide to Comics Collecting** absolutely FREE!

THE COMICS BUYER'S GUIDE

Circulation Dept.
700 E. State Street
Iola, WI 54990

Supplies of "The Guide to Comics Collec

coop
hing...

Guide!

THIS WEEK IN FANDOM'S NEWSPAPER

THE COMICS BUYERS GUIDE

Publishers form association

Eclipse obtains 'Sun Runners'

Aardvark Vanaheim adds two titles

Bud Plant takes over accounts

Directory trims listings

THE GUIDE TO COMICS COLLECTING

THE COMICS BUYERS GUIDE

FREE

when you subscribe now to **COMICS COLLECTOR!** Limited supply. Subscribe on back of card.

ting" are limited — subscribe today!

ORDER FORM

Mail coupon with payment to:

The Comics Buyer's Guide
Circulation Department
700 E. State Street
Iola, WI 54990

Please start my **CBG** subscription for the following term plus send me my **FREE** Guide to Comics Collecting:

( ) ½ year (26 issues) $12.00
( ) 1 year (52 issues) $22.00
( ) New subscription
( ) Renewal/extension
( ) Check or money order enclosed.
( ) Charge to MasterCard/VISA.

Account # ____________________

Expires: Mo __________ Yr ________

Signature ____________________

Name ____________________

Address ____________________

City ____________________

State __________ Zip __________

Foreign addresses including Canada and Mexico please add the following for extra postage and handling: $6 for ½ year, $12 for 1 year. All payments must be made in U.S. funds or by a check drawn on a U.S. bank. A.J

Our new **Gu**
be using again
terms in the b

With weekly
coverage of co
books and rela
quickly and ea

Low ad rate
an issue with c
keep on top of

Subscribe to

Com

Deale

writing and editing publications in comics fandom for a

[illegible]
[illegible]
ction!

THE GUIDE TO COMICS COLLECTING
The Comics Buyers Guide
Publishers form association
Eclipse obtains Sun Runners
Aardvark Vanaheim adds two titles
Directory trims listings
Comics Buyers Guide

ide to Comics Collecting is a great reference booklet you'll
and again A history of comics and a glossary of comics
ooklet will help you become a knowledgeable collector

frequency, **The Comics Buyer's Guide** is unequaled in its
omics fandom As the world's largest marketplace for comic
ated items, you'll find **CBG** will help your collection expand
sily.

s (just 7¢ a word) and low subscription rates (less than 43¢
ne year rate) mean you won't have to sell an Action #1 to
all the latest comics news, new comics, and rare finds.

oday — use the form on the left!

ics fandom's only weekly marketplace!

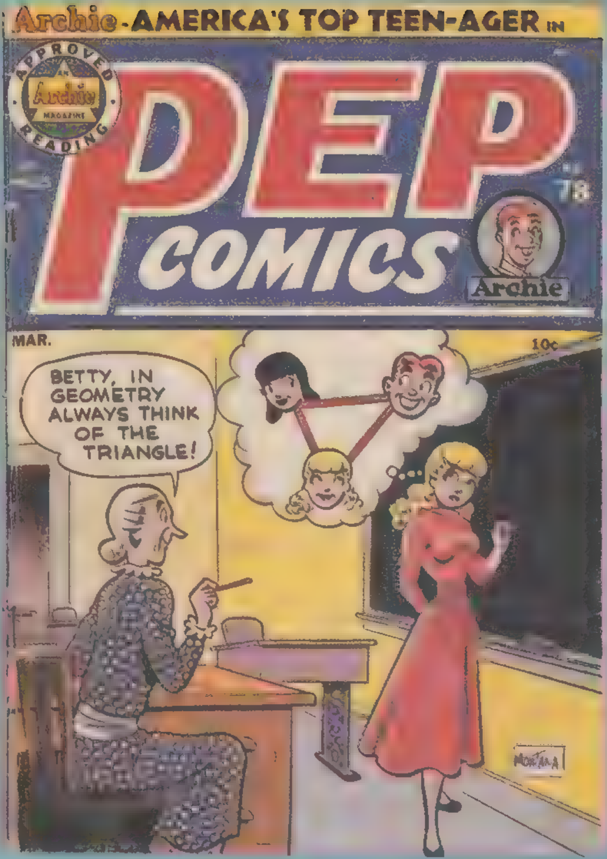
rs and shop owners — contact us for bulk rates.

year or two younger than they would be portrayed in the '50s and '60s.

Many of the elements which would account for the strip's future success were evident in this first outing, however. The story-line, while somewhat improbable (Archie performed in a carnival tightrope-walking act to impress Betty), was fast-paced and passably funny. More important, several of the themes which would later serve as the basis for entire stories — indeed, themes which would soon be part of the *Archie* mythos — were present in this first story. Archie's cocksureness and brashness, as well as his willingness to go to any lengths to win his fair maiden; Betty's naive and sweetly patient adoration of Archie; Jughead's distaste for and distrust of girls, the merest hint of the sputtering fury that Archie's father, Fred Andrews, would suffer many times, and Archie's uncanny talent for getting into trouble with his girlfriend's father. (In this case, it was Betty's father — weirdly depicted as an old man — but the classic confrontations with Mr. Lodge were soon to appear.)

It was an admirable first effort. The few awkward elements were soon abandoned and the successful ones strengthened. For example, Grandfather Andrews, obviously intended to be a confidant to Archie and a buffer between him and the adult world, just didn't work out and quickly vanished. Also, the series moved subtly from stories which focused on Archie's home life to more stories featuring him and the gang at school and participating in sports, social activities, etc. In short order, Archie and his friends developed (a word which can very aptly be applied to the girls in particular!) into the typical teenage Riverdale High-Schoolers they remain today.

(If you are wondering, Archie, Reggie, and the rest of the guys are all 16, Betty, Veronica, and the rest of the girls are all 15½. The kids are old enough to date, drive cars, stay out unsupervised by parents, etc., but still young enough to be relatively unconcerned about college, jobs, or other worrisome aspects of the future or adult life.)


Archie - AMERICA'S TOP TEEN-AGER IN
APPROVED
AN Archie MAGAZINE
READING
PEP
COMICS
No. 78
Archie
MAR.
10c
BETTY, IN GEOMETRY ALWAYS THINK OF THE TRIANGLE!
MONTANA

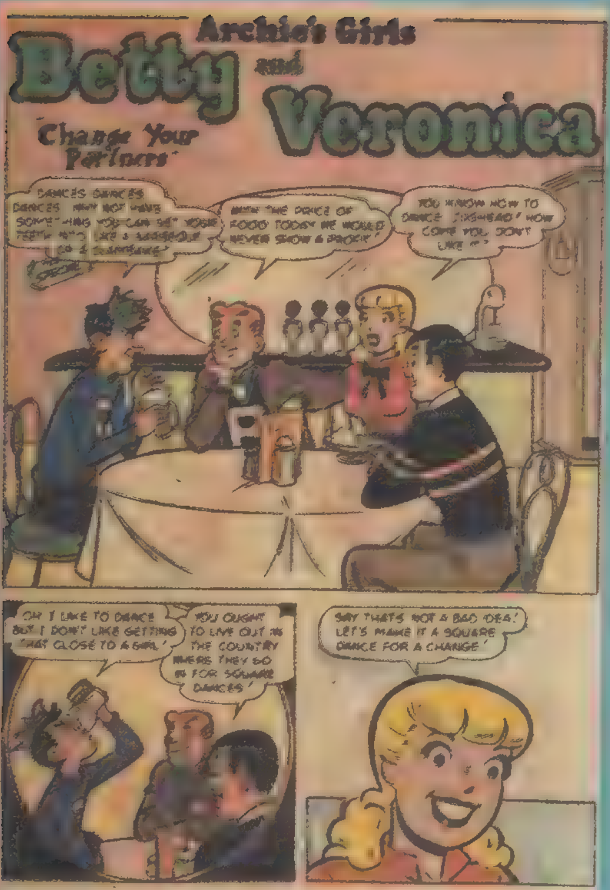
© 1949 Archie Comic Publications, Inc.

The cover of the March 1950 ***Pep*** *showed the continuing theme of many Archie stories. It was drawn by the late Bob Montana, who also drew the comic strips and single-character illustrations which accompany this article.*

As a matter of fact, that first *Archie* story could easily be retold today, so functional and versatile was the formula devised by Archie's creators. Such a reworking would have to include — of course! — Veronica and Reggie, for any *Archie* story worth its salt must make *some* use of the unique combination of sexual tension and fumble-footed buffoonery engendered by the Archie-Betty/Reggie-Veronica quadrangle of interlocking personalities.

Even in those stories that did not concern themselves with dating or rivalry over the girls, the interplay of the individual characteristics of Archie and his pals 'n' gals dictate to the tiniest detail the course of events and eventual resolution. Such internal consistency of characters and characterization (not always the same thing) is rare in any kind of long-running fictional format; when found in a comic book, especially a "kid's" comic book, it is little short of amazing.

This is not to say that all of the stories presented during the "prime" *Archie* period (mid 50's to early 60's) slavishly followed a formula. Indeed, many of the most successful and funniest intentionally ignored or warped characterization in favor of story. What *did* remain consistent throughout the entire run of the series (and into the present) was that a reader could count on Archie and his gang being the same nine times out of 10. Thus, they became familiar, trusted friends, who, like our friends in real life, often acted strangely or inconsistently, but always snapped back to normal in a day or two.


Archie's Girls
Betty and Veronica
"Change Your Partners"
DANCES DANCES DANCES WHY NOT HAVE SOMETHING YOU CAN SET YOUR TEETH INTO LIKE A HAMBURGER OR A SANDWICH!
WITH THE PRICE OF FOOD TODAY WE WOULD NEVER SHOW A PROFIT!
YOU KNOW HOW TO DANCE JUGHEAD! HOW COME YOU DON'T LIKE IT?
OH I LIKE TO DANCE BUT I DON'T LIKE GETTING THAT CLOSE TO A GIRL!
YOU OUGHT TO LIVE OUT IN THE COUNTRY WHERE THEY GO IN FOR SQUARE DANCES!
SAY THAT'S NOT A BAD IDEA! LET'S MAKE IT A SQUARE DANCE FOR A CHANGE!

© 1952 Close-Up, Inc.

In Archie's Girls Betty and Veronica #6, the characters were in a typical story situation — and Jughead was behaving in typical fashion.

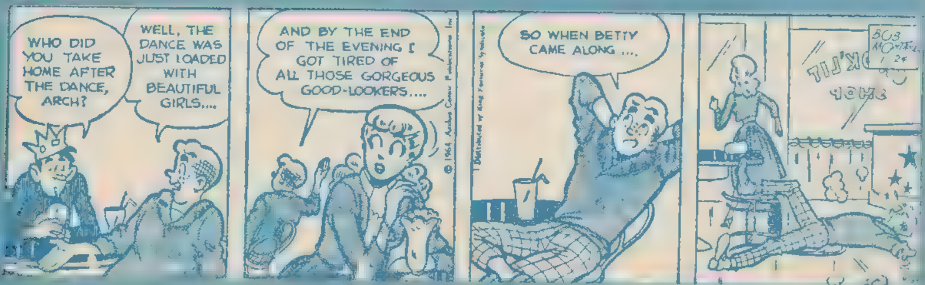
For the record, Veronica first showed up in *Pep Comics* #26. (Weirdly, she was re-introduced in *Archie* #1.) Reggie first showed up as various incarnations of tormenting and tattletaling classmates but was given a name and distinct personality for the first time in *Jackpot Comics* #5. With their arrival, the *Archie* cast was complete.

Various parents, teachers, Chok'lit Shop owners, etc. appeared in short order, but the series is *about* Archie, Jughead, Betty, Veronica, and Reggie.

For those who have never read an *Archie* comic, a brief explanation of the *Archie* formula would go something like this:

Archie Andrews, America's Typical Teenager, lives in Riverdale, U.S.A., with his father (Fred), his mother, Mary and (sometimes) his dog, Spotty. Archie is perennially a junior at Riverdale High School, where he is the nemesis of Principal Weatherbee, and often disrupts the classes of various teachers, including Miss Grundy, Professor Flutesnoot, Coach Kleats and others. Archie drives a dilapidated old jalopy (Ol' Betsy), which is in constant need of repair and gas. Because he hates to work, Archie is always broke, which puts a crimp in his singleminded pursuit of the smokily beautiful Veronica Lodge, the only child of multi-millionaire Jayson P. Lodge, who has settled in Riverdale to provide his child with a "normal" atmosphere within which to grow up. Lodge hasn't reckoned with anything like Archie.

Entirely smitten by the fickle Veronica, Archie is oblivious to the affections of pretty, perky blonde Betty Cooper, who has loved him since childhood. Knowing that Betty is always in the wings, Veronica manages to keep Archie from straying, although he will occasionally become fed up with her greed, snobbery, and flightiness, and turn to the stable, loyal, and eagerly waiting Betty. Betty, in turn, is constantly scheming (in a nice way, of course) with


WHO DID YOU TAKE HOME AFTER THE DANCE, ARCH?
WELL, THE DANCE WAS JUST LOADED WITH BEAUTIFUL GIRLS....
AND BY THE END OF THE EVENING I GOT TIRED OF ALL THOSE GORGEOUS GOOD-LOOKERS....
© 1964 Archie Comic Publications Inc
Distributed by King Features Syndicate
SO WHEN BETTY CAME ALONG ....
CHOK'LIT SHOP

Reggie Mantle to break up Archie and Veronica — for Reggie is also smitten with Veronica. He is also Archie's chief rival in everything from dating to sports to practical-joking. Oddly enough, he and Archie are very close friends.

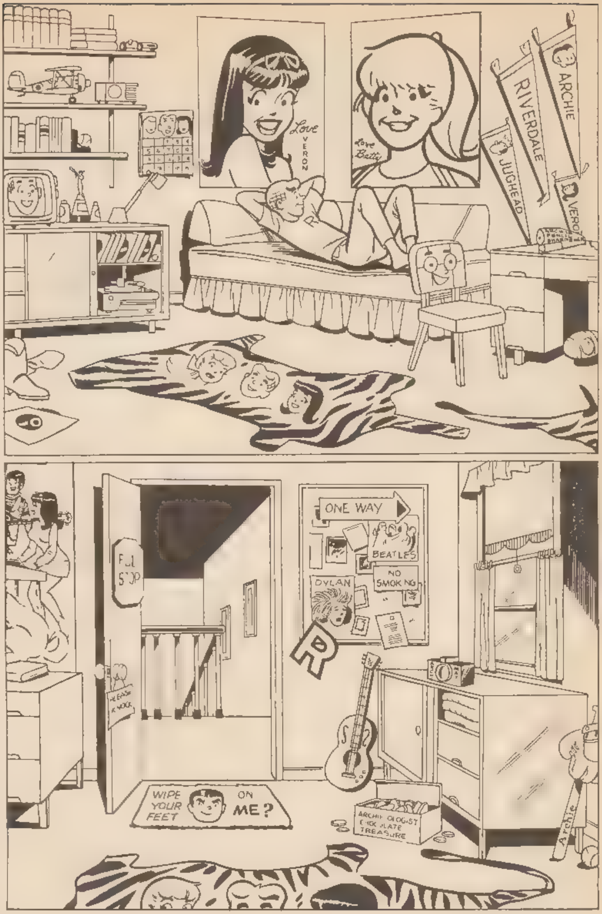
But Reggie is not Archie's *best* friend — that is Jughead Jones (*ne* Forsythe P. Jones), who is a confirmed woman-hater and considers Archie's pursuit of girls (Veronica in particular) to be illogical, a waste of time and money, and, quite possibly, ultimately lethal. Jughead's one passion is food; his favorite pastime is outwitting Archie and Reggie in business deals.

Whew.

Everything, of course, revolves around Archie; but the rest of the gang also react and interact with each other. For example, Betty and Veronica consider Jughead's misogyny to be a threat to *all* women, and with the help of various female friends they constantly plot to break through his reserve and get him nicely saddled down with a domineering girlfriend.

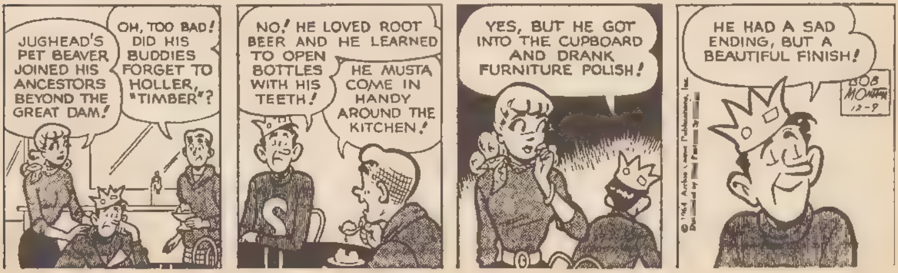
It is interesting to note that when Jughead does occasionally show interest in women — for the sake of one of his schemes or through temporary amnesia or "insanity" — invariably every female in town, including Betty and Veronica, falls head over heels in love with him.

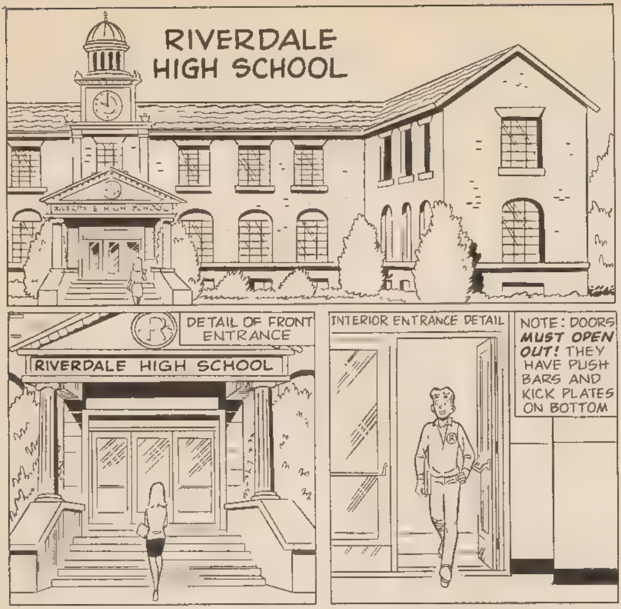
Or take, for example, the sort of problems the guys have with Jughead. Reggie, especially, no matter how hard he tries or how carefully he plots, simply cannot come out on top in any dealings with Jughead. If he flips a coin calling, "Heads I win, tails you lose!" the coin will land neatly on its edge. If he buys from Jughead a gross of pens that are guaranteed to write under water, they will — but *only* under water. Archie is often partners with Reggie on the losing end of these propositions; he has yet to learn that even Juggie's great friendship for him will not interfere with Jughead's talent for besting Reggie.


Love Veron
Love Betty
ARCHIE
RIVERDALE
JUGHEAD
VERO
FULL STOP
ONE WAY
BEATLES
NO SMOKING
DYLAN
R
PLEASE KNOCK
WIPE YOUR FEET ON ME?
ARCHIE OLOGIST CHOCOLATE TREASURE
Archie

© 1985 Archie Comic Publications, Inc.

Artists who work on Archie stories today can use informational pictures designed to give them a consistent layout from story to story. These are two views of Archie's bedroom. Note the details.


JUGHEAD'S PET BEAVER JOINED HIS ANCESTORS BEYOND THE GREAT DAM!
OH, TOO BAD! DID HIS BUDDIES FORGET TO HOLLER, "TIMBER"?
NO! HE LOVED ROOT BEER AND HE LEARNED TO OPEN BOTTLES WITH HIS TEETH!
HE MUSTA COME IN HANDY AROUND THE KITCHEN!
YES, BUT HE GOT INTO THE CUPBOARD AND DRANK FURNITURE POLISH!
HE HAD A SAD ENDING, BUT A BEAUTIFUL FINISH!
BOB MONTANA 12-9



© 1985 Archie Comic Publications, Inc

These are more information pictures for Archie artists — these pictures show Archie's school.

Jughead had his softer side, however. In one story, "My Favorite Fiend," he talked all of his friends out of buying raffle tickets for a color TV, then purchased them all himself at a hefty discount. The gang ostracized Juggie until they learned the TV went to the local orphanage.

Jughead often seemed to possess strange, otherworldly powers. It is well known that he can see without opening his eyes — indeed, once the rest of the gang, disgusted with this seeming display of laziness, forced him to open them. Of course, he was blinded by too much light, and staggered about dangerously.

His capacity for eating is also astounding, as are the lengths he will go to get food, especially hamburgers. Coach Kleats once discovered that all the eating Jughead did made him extremely fast and so put him on the football team. In the process of scoring the winning touchdown, Jug stopped in midfield to admire a hamburger advertisement, and Riverdale lost the game. The coach fared better in another story when he discovered that putting a hamburger behind the finish line caused Jughead to come in first in every race.

The number of stories featuring the eternal triangle of Archie/Betty/Veronica are too numerous to list, but worth special mention is the tale in which Archie made a date with both of them for the same night. Slipping away on flimsy pretexts, he shuttled between their houses, first in his car, then by bike, then roller skates, and finally by foot.

Another classic was the story in which Betty believed Archie and Veronica to be eloping, creating a scandal before the entire town and almost causing poor Mr. Lodge to commit murder. As if to even things out, Veronica once believed that Archie had given Betty an engagement ring — and it was she who almost committed homicide on the baffled Archie.

We were all secretly in love with Betty, as comics humorist Fred Hembeck noted — well, maybe not so secretly, because the people who created *Archie* comics sure knew about it. Many, many stories featured Betty or revolved around her.

In one, a doctor gave her a dose of tranquilizers so massive she virtually sleepwalked. A succession of friends each foisted her off on the next, but, wherever she ended up, it was close to Archie and Veronica, who wanted to be alone. Finally, frustrated beyond belief, Arch and Ron took a dose of the pills, and the story ends with all of them peacefully asleep.

Of course, Betty was instinctively drawn to Archie. He did not believe she had such a power. She called it her "Archie radar" and one day proved it to him by tracing him all across the city and finding him wherever he hid. The only problem was that Veronica had a "radar" which could tell when Archie was with Betty, so she would immediately show up to interfere.

Once, Betty appeared with a strange case of amnesia — she remembered everything *but* Archie. Fearing that his inattention had finally driven her insane, Archie stayed constantly at her side for days. Veronica just *knew* she was faking but couldn't prove it. In a nice touch, only the reader knew for sure, thanks to a surreptitious wink from Betty.

At one time, Betty actually got over her crush on Archie. She was tested by the whole gang, of course, but passed with flying colors. No one was more pleased than Archie, and he threw a party in honor of the event. Trouble began when a game of spin-the-bottle started, and Betty was sent into a dark room where Archie expected to find Veronica. Needless to say, the party was over in more ways than one.

Tales of rivalry between the girls and guys also abound; the best of these was "Good to the Last Drop," in which Archie and Jughead strove for weeks to determine how many cough drops were in a large glass jar in Pop Tate's window. Of course, it was the girls who ended up winning the contest. How? By multiplying Veronica's license plate number by the days in the year, dividing by Betty's hat size, adding the number of shoes in Ronnie's closet, and subtracting the price of sardines!

Typical teen pursuits formed the basis of many stories: Archie tried to master the twist; Archie tried to master surfing; Archie tried to master skating. Reggie, of course, could do all of these things superbly, but usually ended up caught in a tree (skiing), covered with poison ivy (hiking), trapped with an unlovely girl (acting), or lying in traction (mountain climbing, many others).

Like Charlie Brown, Archie had his trouble with kites, baseball (his team has lost to the girls on many occasions; another time he was forced to umpire a game between Betty's team and Veronica's team), and red-headed girls. In one particularly hilarious story, "The Untouchable," Arch had a dreadful sunburn and spendt the entire day flinching and screaming, "Don't touch the sunburn!" When Reggie pretended to slap him on the back, he fainted.

Only once was Archie able to master a "sport" that Reggie could not: It involved a strange contraption which strapped to the head; attached to it was a long elastic band and large, balloon-like rubber ball. The object was to play paddleball with one's forehead. Archie, the master of this dubious pastime, gained much satisfaction from it, until Reg got the bright idea of filling the ball with cement!

The greatest comeuppance which Reggie ever received was, as always, his own fault. Claiming that "the power of suggestion" would force Veronica to break her date with Archie and go with him, Reggie spent an entire day repeating, "Veronica will go to the dance with me." Such dedication to science must be rewarded, she decided, and broke her date with Archie. Burning, Archie decided to get even.

That night, he called Reggie and challenged him to work his power of suggestion upon Midge. As Reggie cockily repeated, "I am going to date Midge," into the phone, Archie handed the receiver to Midge's jealous boyfriend, Big Moose. Reggie's receiver literally exploded in his hand, and, in the last panel of the story, we saw Reggie, suitcase in hand, running past the city limits sign, saying, "I'm going to make 20 miles today, I'm going to make 20 miles today, I'm. . ."

Fantasy has always played a large part in *Archie* stories. Sometimes it was just a dream, such as the one Betty charmingly related to the reader in "The Other Side," wherein she and Veronica swapped sexes and lives with Archie and Reggie. (Who could ever forget "Archiegail"?)

In "Medical Madness," Archie concocted a "Jekyll" serum which transformed him into Reggie! He had a great time doing rotten things for which Reg, for once, got the blame.

In "Mirror, Mirror," the girls purchased an old funhouse distorting mirror which caused one to assume the shape reflected in it. It made Betty and Veronica hideous but transformed Mr. Weatherbee and Miss Grundy into young, beautiful, very sexy people — who were disturbed when Ronnie smashed the mirror, breaking the spell.

Although the characters often spoke directly to the reader and even (less frequently) referred to their existence as comic-book characters, entire stories were sometimes built around that fact. The best of these was "The Line," in which the gang discovered and followed a mysterious black line throughout the story only to discover it eventually spelled "The End."

Verbal misunderstandings served as the basis for many stories. In "Ignorance Is Bliss," Archie thought he'd discovered that Ronnie was going to give him a new bow tie for his birthday and frantically tried not to say "bow tie" in her presence.

In "The Perfect Student," Betty's daydreaming about Archie caused her to incorrectly hear and repeat everything said to her, causing fights, misunderstandings, and general chaos throughout the school.

In "Love and Gloom," Mom Andrews was worried when she overheard Arch and Jug calling each other derogatory slang names; Archie's Dad explained to her that it was just rough affection. So when a gang of guys was looking for Archie — "that rat, that skunk, that bum!" — to beat him up, his Mom helpfully told "his friends" where he was.

The abovementioned stories are typical of *Archie* stories from 1955 to 1965.

Archie Series

Archie/Archie Comics
Archie and Me
Archie . . . Archie Andrews, Where Are You?
Archie as Pureheart the Powerful/Archie as Captain Pureheart
Archie at Riverdale High
Archie Comics Digest
Archie Giant Series Magazine
Archie's Double Digest Quarterly Magazine
Archie's Girls, Betty and Veronica
Archie's Joke Book Magazine
Archie's Madhouse
Archie's Mechanics
Archie's Pal, Jughead/Jughead
Archie's Pals 'n' Gals
Archie's Rival Reggie/Reggie/Reggie and Me
Archie's Super-Hero Special Digest/Comics Digest Magazine
Archie's TV Laugh-out
Betty and Me
Betty & Veronica Annual Digest
Everything's Archie
Jackpot Comics
Jughead as Captain Hero
Jughead Jones Comics Digest
Jughead's Fantasy
Jughead's Jokes
Jughead with Archie Digest/Jughead with Archie Digest Plus Betty & Veronica & Reggie Too
Laugh Comics
Laugh Comics Digest
Life with Archie
Little Archie/The Adventures of Little Archie
Little Archie Comics Digest Annual
Little Archie Mystery
Pep Comics
Reggie's Wise Guy Jokes
Sabrina, the Teen-Age Witch

While the earliest appearances of the characters and titles can bring high prices (possibly more than $1000, in the case of ***Archie Comics #1****), fans new to Archie's comic-book career can find most of the comics discussed here at prices of $1 or less. "Good" condition copies of most of the Archie line of the last two and a half decades can be bought for prices no higher than comics you'll find on today's newsstands — making them attractive to new collectors as well as to those who read the line in the '60s. In fact, of the* ***Archie Comics*** *issues, only the first two dozen cost more than $10 each in "Good" condition.*

What makes them so enjoyable and funny is the simplicity with which they were written. The plot was simple yet came full circle to a satisfying conclusion. Characterization was paramount. Indeed, the funniest *Archie* stories from this period were character studies.

In this day of endless super-hero fistfighting and soap-opera subplots, it is refreshing to see a story in which the main characters and themes are used to total advantage without the *sturm und drang* of "apparent change." Many writers currently working for Marvel and DC could stand a refresher course in straightforward writing and could easily get it by reading a few old *Archie* comics.

Others, in the past, did exactly that. So successful was the *Archie* format that it quickly spawned dozens of imitations (a number within the MLJ line itself). Titles which sounded vaguely like "Archie" — *Binky, Margie, Algie, Rusty, Nellie, Wendy, Aggie, Mitzi, Ginger, Patsy, Suzy,* and so on — soon began flooding the newsstands. These titles were not necessarily bad, but most of them simply did not have the life, warmth and humor that made the *Archie* line so successful.

Even those produced by MLJ/Archie, although they looked exactly like *Archie* comics and read much the same, and were certainly produced by many of the same people, could not compare with the original. Those of us who were faithful *Archie* readers back in the '50s used to despise the in-house *Archie* imitations much more than we did those from other companies; we couldn't understand why the artists and writers "wasted" their time doing *Josie* and *Sabrina* when they could have been doing an *Archie* story.

The most blatant, yet somehow the most loving, instance of such imitation did not appear in a comic book; it was on television.

The Many Loves of Dobie Gillis, one of the most fondly remembered shows of the late '50s-early '60s (do those dates sound familiar?) copied the *Archie* formula so closely that one must wonder why John Goldwater and his associates did not file an action.

Max Shulman's original stories, upon which the series was based, concerned themselves with the trials and tribulations of a college student in the '40s. While extremely funny and popular (MGM based a 1953 movie, *The Affairs of Dobie Gillis*, starring Debbie Reynolds and Bobby Van, upon them), the TV show resembled them only slightly.

Wisely, the producers of the show decided to stick with the tried and true *Archie* format, and so the series presented girl-chasing Dobie Gillis (Archie), iconoclastic, woman-hating Maynard G. Krebs (Jughead), flighty, fickle, money-grubbing Thalia Menninger (Veronica), loyal, loving Zelda Gilroy (Betty), rotten, scheming Chatsworth Osborne Jr. (Reggie), the harried father, Herbert T. Gillis (Fred Andrews), and the rich parent, Mrs. Osborne (Mr. Lodge), accompanied by assorted teachers, friends, mothers, etc.

As it had for years in comic books, the formula worked wonderfully on TV — *Dobie Gillis* remained on the air for four years and ended only when star Dwayne Hickman decided to go on to other roles. Although the format of *Dobie Gillis* changed several times, the essentials which it had borrowed from the *Archie* format never really varied. One can only smile at the thought of millions of adults each week watching and hugely enjoying the same situations and antics on *Dobie Gillis* that their children were reading in an *Archie* comic.

If we were a little old to be reading the comics, weren't *they* a little old to be watching an imitation of same?

Unfortunately, the *Archie* format never worked for Archie and his friends, at least not on television. They were luckier with radio.

The *Archie* radio show premiered in 1943. It was very successful and lasted for about 10 years, first daily, later weekly on Saturday mornings. Among those who played Archie on the airwaves was Bob Hastings, later to become more famous as the bumbling Lt. Elroy Carpenter on *McHale's Navy*. Although the radio series was entertaining, the stories focused a little too closely on Archie's home life. One could understand such a mistake being made on television, where cost and expediency could limit the scope of the show, but not on radio, where only the listener's imagination set the boundaries.

Most of the shows featured the travails faced by Archie's dad as he tried to cope with his son and his "crazy friends," especially Jughead.

Among memorable things about the show were the Swift's Premium Sausage advertisements (featuring the sound of sizzling sausage which made your mouth water) and the broken-voiced call of Jughead that opened the show (why did kids living in middle-America Riverdale have Brooklyn accents?). But who, once having heard it, can ever forget how Archie could only utter a goofy, tongue-tied laugh whenever Veronica would say, "Archiekins . . ." in her soft, Southern accent?

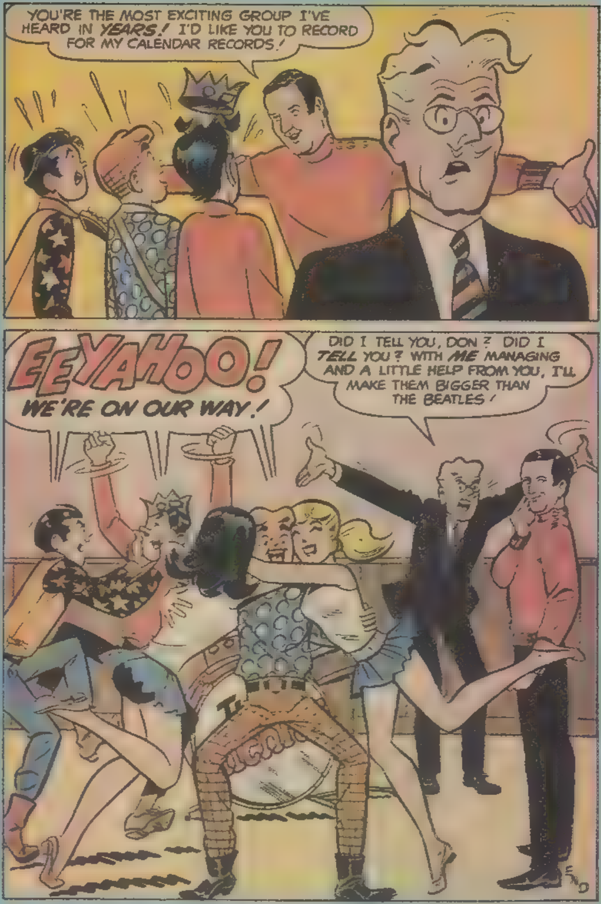
The first pilot for an *Archie* television show was made in 1963 for the ABC network. The cast included John Simpson as Archie, Cheryl Holdridge as Betty (she was Cheryl from the *Mickey Mouse Club*), Miki Jamison as Veronica, Wayne Adams as Reggie, Jerry Brite as Jughead, and former screen *Charlie Chan* Roland Winters as Mr. Weatherbee. Also appearing were William Schallert and Jean Vanderpyl as Archie's parents and Mary Grace Canfield as Miss Grundy. It was directed by Gene Nelson and written by Ray Allen. The producer was Harry Ackerman, who also created *Bewitched* about this same time.

The story was enjoyable enough but typical of early '60s TV fare: Archie came up with a scheme to use Veronica's dad's new "electrical computer" to match up couples for the school dance. All went well until Ronnie learned that Arch promised to take Betty to the hop.

Naturally, she nixed his use of the computer. Archie, who had earlier in the show been established as a Rube Goldberg-ish inventor, created a mock computer complete with flashing lights, etc. to substitute. This "computer" was made of plywood and operated by Jughead, who was concealed inside. The expected complications ensued, with the upshot being that Archie alone was left without a date for the dance.

As is usual with TV shows about teens, all of the lead actors (excepting Cheryl) seemed to be several years too old. John Simpson performed passably as Archie, as did Cheryl Holdridge and Miki Jamison. Wayne Adams' Reggie struck just the right note of arrogance, and the show would have greatly benefited from more of him. Roland Winters' Weatherbee was pretty funny, if not completely in keeping with the comics character.

The single biggest flaw with this show was the portrayal of Jughead. Not only was his character completely altered — he wanted nothing more than to date a girl named Muffy — buy why anyone would have chosen Jerry Brite to play Jughead is almost incomprehensible. Brite was short, pot-bellied, and bowlegged and wore a crewcut. He was also far and away the worst actor of the lot. So bad was the character and his performance that it literally ruined the episode.


YOU'RE THE MOST EXCITING GROUP I'VE HEARD IN YEARS! I'D LIKE YOU TO RECORD FOR MY CALENDAR RECORDS!
EEYAHOO! WE'RE ON OUR WAY!
DID I TELL YOU, DON? DID I TELL YOU? WITH ME MANAGING AND A LITTLE HELP FROM YOU, I'LL MAKE THEM BIGGER THAN THE BEATLES!
END

© 1968 Archie Comic Publications, Inc.

The Archies had been appearing in the comic book for some time (with many gags about how terrible they were). Then the cartoon series began, and the comic-book stories took a new approach. In **Archie #189** *(March 1969), Veronica's father reluctantly got them an audition with Don Kirshner — with the results shown above.*

Included with the pilot episode was a short tag designed to be seen by potential advertisers. Remaining largely in character, the actors enthused over planned upcoming episodes (several of which sounded much funnier than the one just seen). Winters also announced that the *Archie* comic strip was currently running in 331 papers and that the *Archie* comic books had a guaranteed annual circulation of 24 *million* readers per year, guaranteeing that "The *Archie* TV show will have a built-in audience of over 20 million teen-age boys and girls."

One can only wonder why the pilot did not make it to series. The show was no better but worse than most shows at that time, and the tie-in with *Archie* readers should have attracted some serious advertiser interest.

Perhaps the prospect of having Jerry Brite's Jughead associated with their products week after week frightened them all away.

Archie and his gang next appeared on TV in 1969 as Saturday-morning animated characters on *The Archie Show*. The success of this original series from Filmation and its subsequent reworkings (*The U.S. of Archie, The Bang-Shang-Alang Show, Archie's TV Funnies*, etc.) gave the comic books a much-needed shot in the arm and introduced Archie to an entirely new generation of fans. Fittingly, Bob Hastings once again supplied the voice of Archie.

The animated medium is uniquely suited to *Archie*, so it is unfortunate that Filmation, with its policy of using limited animation and its almost unbearably bad scripting, was chosen to create the program.

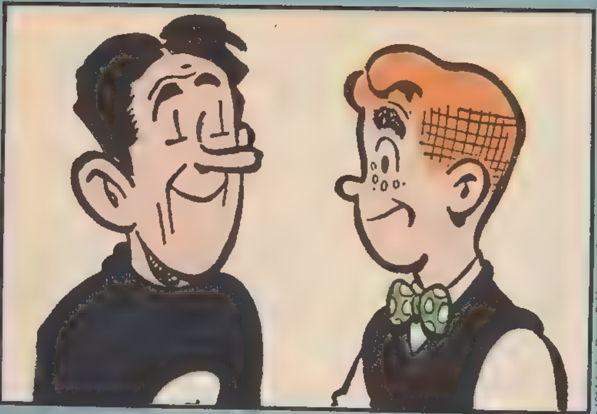
The only successful element of the series was the inclusion of music, as performed by the rock band "The Archies". The tunes, produced outside the studio by Don Kershner, were bouncy and upbeat. Several of them ultimately became top-40 hits, including "Sugar, Sugar" and "Bang-Shang-Alang".

Naturally, this element of the series was quickly overdone, and, as the show went through its various incarnations, the quality of the music dropped drastically. Worse still, "The Archies" and Jughead's obnoxious TV pooch, Hot Dog, were incorporated into the comic-book continuity, a blow from which the strip has yet to fully recover.

The only really good thing about the various Saturday-morning series was the fact that they often faithfully adapted stories from the comics. These were easily recognizable, as they were far suprior to Filmation's original scripts.

James Komack must have realized this when he planned his adaptation of Archie in 1977. Once again, live actors filled the roles in a videotaped pilot, again for ABC. Featured as Archie was Dennis Bowen; Audrey Landers (*Dallas*) played Betty; Hilary Thompson was Veronica; Derrel Maury was Jughead; Susan Blu and Jim Boelsen played Midge and Big Moose; and Gordon Jump (*WKRP in Cincinnati*) was Archie's dad. Especially fine was Mark Winkworth as a dapper, appropriately slick-haired Reggie.

Much of the pilot seemed to have been shot at an actual high school, and a number of elaborate sets were built (Archie's house, Veronica's house, etc.) and used to good advantage. All of the skits, of varying length, were taken almost directly from stories which had been published in the early '60s: Archie



© 1964 Archie Comic Publications, Inc

must choose between Ronnie and Betty to play Juliet to Reggie's Romeo — he finally chooses Midge; the boys decide to crash Veronica's pajama party and are caught by Mr. Lodge; Archie and Reggie try to find out Jughead's real name (adapted virtually word-for-word from one of the all-time best two-pagers); the guys stage an all-night study session to help star athlete Big Moose cram for a final — he passes, they all fail because they fell asleep; and so on.

The major flaw with this pilot was the inclusion of several numbers by a particularly forgettable rock band. An unusual touch was added by having live actors converse with animated characters in *Joke Book* gags before and after each commercial break. Had the art on these been better, they would have been effective.

Although the pilot made a poor showing in the ratings, ABC apparently felt it showed promise and gave Komack permission to try again about a year later. The second pilot featured the same cast and much the same format. This time, however, Archie and the gang performed the musical numbers themselves and did a surprisingly fine job. One song performed by Betty (Audrey Landers), "Archie, I Love You So," was quite nice. Another, "Do We Have a Date Tonight?" was almost a self-contained story (each of the characters broke a date with another when a better offer came along). As in so many stories, the instigator of the mess, Veronica, was justly left sitting alone on a Saturday night.

Marring this second pilot were an awkward framing sequence featuring Archie and his dad and the overly long hair of Derrel Murphy. The worst aspect, however, was that once again Jughead's character was completely misunderstood; he constantly referred to his "shyness with girls" and his desire to have a girlfriend. It seems as though Jughead's character, which has remained remarkably consistent throughout the years, is incomprehensible to script-writers. Rather than intelligent, he becomes a fool; rather than an instigator of schemes, he becomes a dupe; and rather than an interesting misogynist, he becomes a whining wimp. Jughead is only interesting when he retains his unique qualities; when he becomes like every other second-banana, he ceases to be interesting *or* funny.

Overall, however, both of the Komack shows were successful. The performances were fine and the skits funny. One can only feel that, if Komack had chosen to shoot the pilots as half-hour programs and eliminated the music entirely, they would have had a good chance of making ABC's schedule. The combination of music interspersed with comedy may have harkened too much to the variety format which had been in decline for some years.

With the success of *Annie* on Broadway, a number of projects were announced for upcoming film, stage, or TV musical adaptations. Among them was *Archie*, slated at different times as a movie, then a Broadway show, then again a movie. The poor showing of *Popeye* and the *Annie* movie ended most of the speculation, and as of this writing, no *Archie* projects have been finalized.

Throughout this same period, *Archie* comics were undergoing changes and rough times of their own. The arrival of the mid-'60s seemed to signal an end to an era; Marvel comics were taking off to new heights; DC was changing, dropping many of its older, non-super-hero titles; long-established companies like ACG and Harvey were beginning to fail. Comics readers were changing as well, and there were fewer of them.

The creators of the *Archie* line seemed lost. In a very short period — the change can be seen almost month by month in late 1965 and early 1966 — the quality of *Archie* titles declined alarmingly. Art became sloppy, stories stale and unfunny. Also, the *Archie* group experimented with a super-hero line, collectively known as "The Mighty Heroes," seemingly relegating *Archie* stories to second place.

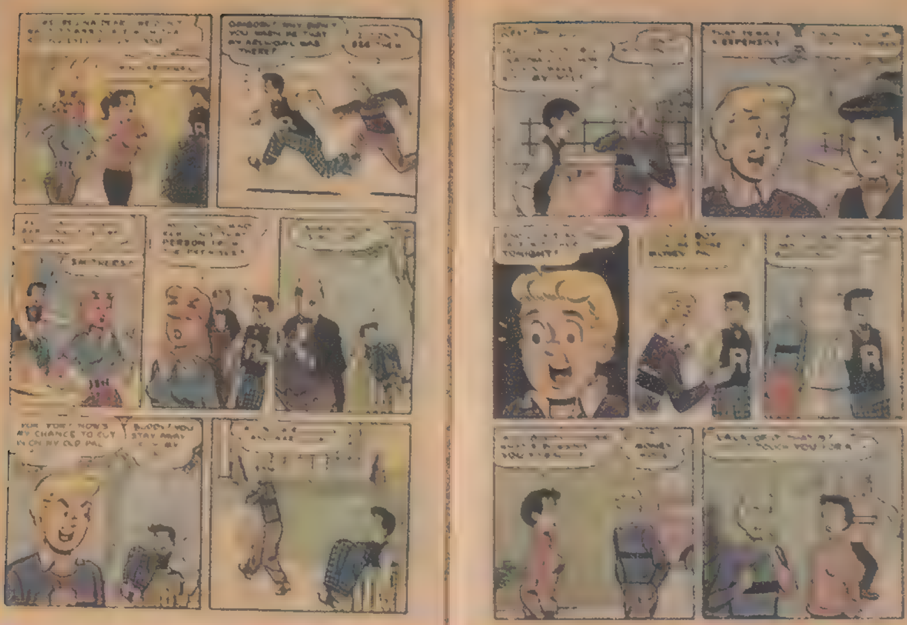
A lack of editorial direction for the line resulted in some strange incarnations for Archie and his gang. During the *Man From U.N.C.L.E.* rage, the gang became agents of *P.O.P.*, battling *C.R.U.S.H.*. Later, Archie, Jughead, and Betty each got a chance at superheroing as, respectively, *Pureheart the Powerful*, *Captain Hero*, and *Superteen*. (Reggie became, naturally, *Evilheart*.)

Following quickly was the arrival of *The Archies*, thanks to the popular TV series. Also harming the series during these years was a foredoomed attempt to have the appearance and attitudes of Archie and his pals change in keeping with current trends.

The turmoil of the '60s and early '70s was perhaps nowhere better reflected than in the pages of Archie comics. The traditional values which Archie comics had always upheld were beginning to crumble, and even small children no longer believed in many of them. If nothing else, they knew that teen-agers no longer acted like Archie and his friends did. Half-hearted efforts were made to keep the gang in tune with the times; these mostly proved embarrassing and highly detrimental to the overall quality of the scripts.

This was reflected most of all in Jughead and Reggie: Reggie's traditional slick hair had to go, and some of the substitutes made him look not-quite-human. Jughead fell victim to pseudo-hippie philosophy and costuming. You haven't lived until you've read the story in which Jug, in Nehru jacket and love beads, handed out flowers and talking about "pollen power."

Worst of all, it was now evident that *Archie* creators, so long and so effectively in touch with teenage life, had lost that trait. With that gone, the heart went



In a story called "The Other Side," reprinted in ***Betty and Veronica Annual Digest Magazine #3****, Reggie told Betty and Veronica, "I wish you could be boys for* ***one day****! You'd find out which is the harder!" That night, Betty dreamed she and Veronica — and Archie and Reggie — had changed roles. Betty became "Buddy," and Veronica became "Roddy." The story ended with Betty saying, "It's nice to know what the other side of the fence is* ***really*** *like! Now I'm* ***glad*** *I'm a* ***girl****!"*

© 1982 Close-Up, Inc

out of the series. For the first time, *Archie* comics were no longer a reflection of teen and pre-teen life. And they were no longer funny.

This period of imitativeness and slipshod story-telling lasted until the early '70s, when the entire line once again returned to a semblance of its former self. Unfortunately, too much time had passed. Current stories, while often amusing, lack the zaniness which made those of years ago so memorable. Also, the art sometimes seems rushed and unfinished; backgrounds are sparse, stock poses and facial expressions are used over and over, and the coloring is unimaginative.

Even so, the *Archie* line is still healthy. There are more titles featuring Archie and his gang now than at any time since the '60s, and they are the only comics which receive consistent distribution to convenience stores, drug stores, and the like. Distributors know that the *Archie* line is easily recognized by parents and can be trusted to sell to them. We can also be grateful for the ongoing line of *Archie Digests*, which reprint stories from the early '50s to the present at a bargain price of about $1 for 120-odd pages.

At the heart of the continuing success of *Archie* is the simple, yet endlessly intriguing, formula worked out so long ago by John Goldwater, Sr., Harry Shorten, and Bob Montana. Had the *Archie* series, like so many of its imitators, concentrated solely on the Archie/Betty/Veronica triangle, it would have very soon become stale and repetitive and would, likely as not, have vanished before the end of the '40s.

Fortunately, Archie (like the "typical teenager" we callow adolescents wanted so badly to become) leads a full and varied life. Every facet of the teenage experience — sports, part-time jobs, school, battles with parents, cars, recreation, peer pressure, and so on — can and does serve as a springboard for an *Archie* story. Over the years, it is highly likely that *every* activity in which a teenager can legally and morally participate has been used in an *Archie* story. (Many activities which *are* illegal and/or immoral have been investigated, as well, but always in a spirit of condemnation.)

Such diversity is the secret of *Archie*; it is why the series has been, and probably always will be, successful. Archie and his gang are always doing something. Their lives are rich with love and friendship, forever full of youthful fun and exuberance.

To a child at an age when it takes an immense amount of willpower simply to sit still throughout a class period, the frenetic activity of Archie and his friends must seem like heaven on earth. Even the most popular and outgoing of adolescents have stretches of inactivity and boredom, but not Archie — he's always got something to do and someone to do it with. Archie has fun, and we have fun reading about him.

PRICE GUIDE

Comics Collector's price guide is designed to provide information on the most current values in the comics world. **It is fully revamped and updated every three months, so you always have the most current information on what your collection is worth.** It is designed to be a price guide and an easy-to-use index of all current comics. The abbreviations below will help you find the leading artists, heroes, villains, and events in each issue. This format is designed to help both the newcomer and the experienced collector.

Beginning with major DC and Marvel titles from the mid-'50s, we offer information on title runs to date. The super-hero is the main focus within the hobby, and it is the main focus of this list. Current trends have been carefully studied and are revealed in our list's prices.

These prices reflect current selling trends. Many collectors don't realize that, in some regions and at some times of the year, certain issues will be higher or lower than seems standard in other locations at other times. For instance, a certain artist sometimes attends a convention, where his work will be highly sought after; this, in turn, may cause the price on his art to rise in that region. Economic conditions can also have a strong influence on prices. Areas with high unemployment will find prices dropping, while prices in other areas are rising. With worse economic conditions, high-priced items and middle-value comics tend to drop in value or have their prices debated. (The pristine older comic is usually an exception to this.)

A new phenomenon has arisen in comics — the plethora of exciting new issues. Demand has been so great in some cases that new issues have risen in value almost immediately. Dealers' supplies diminish quickly, and values then begin to climb sharply, with dealers unable to restock a hot issue easily. **This price guide has been updated to reflect trends occurring in the last three months.**

No single source can provide a universally acceptable value guide to comics. Dealers' price lists were an information source for this new compilation, as were advertised "buy and sell" ads, auction results, and surveys of comics conventions. Special mention must be given to **The Comic Book Price Guide**, by Robert M. Overstreet. This work, now in its 15th year, has been a primary source of comics information and is a must for every collector.

Special thanks to Comics, Comix, Toys and Games in San Francisco, Calif.; Collector City, Fort Lauderdale, Fla.; Friendly Frank's Comics, New York, N.Y.; Yesteryear's Collectibles, Ridgefield, Conn., and Crash at Capital City for the information they freely provided for our price poll.

The prices stated are for near-mint comics. This is the most acceptable and general condition a collector desires for newer comics. A near mint copy is almost perfect — with almost no signs of wear or aging. There might be one or two tiny defects discernable only on close examination (for example, an extremely slight flaking on the spine). **The condition of comics is a vital factor in determining comics values.**

The prices for Silver Age (that is, post-1956) DC and Marvel comics are on the rise again. **Action**, **Adventure**, **Brave and Bold**, and **Detective** comics have shown healthy price increases on the Silver Age issues. Early issues of **Justice League of America** and **Showcase** also show significant gains.

While sales of new comics are reported as brisk, certain titles which some dealers thought would be "sleepers" did not show quick gains in value. However, DC's **Swamp Thing** is gaining in popularity and is, for that reason, rising in price. We have seen **Swamp Thing** #20, Alan Moore's first issue, being sold for as much as $20 — the first time an author's name alone has meant an increase in the value of an issue.

Many parts of the country are finding increasing values for **Alpha Flight**, **G.I. Joe**, **New Mutants**, and **X-Men**. Paul Smith's issues of **X-Men** are showing stronger prices — and, in fact, all **X-Men** "170's" are strong. Even the reprint **X-Men** numbers 67-93 are showing increasing interest (and increasing prices). Even the **X-Men** spin-offs can't miss.

The **G.I. Joe** series continues to skyrocket in price. The first 26 issues just fly off the shelves. Dealers don't seem to be able to keep even current issues on the shelves, one dealer saying they really are scarce. Another dealer told us **G.I. Joe** is bringing in an entirely new generation of comics collectors.

ARTISTS ABBREVIATIONS

NA — Neal Adams
AA — Alfredo Alcala
JA — Jim Aparo
RA — Ross Andru
TA — Terry Austin
SA — Sergio Aragones
DA — Dan Adkins
JAb — Jack Abel
BA — Brent Anderson
MA — Murphy Anderson
MB — Matt Baker
CB — Carl Barks
CCB — C.C. Beck
FB — Frank Brunner
BB — Brian Bolland
RB — Rich Buckler
PB — Pat Broderick
JB — John Buscema
JBy — John Byrne
SB — Sal Buscema
NC — Nick Cardy
HC — Howard Chaykin
JCr — Johnny Craig
DC — Dave Cockrum
GC — Gene Colan
RCo — Rich Corben
EC — Ernie Colon
DD — Dick Dillin
MD — Mort Drucker
JD — Jayson Disbrow
SD — Steve Ditko
GD — Gene Day
WE Will Eisner
BE Bill Elder
GE — George Evans
BEv — Bill Everett
RE — Ric Estrada
FF — Frank Frazetta
MG — Michael Golden
FG — Floyd Gottfredson

FGu — Fred Guardineer
KG — Keith Giffen
PG — Paul Gulacy
BG — Butch Guice
DGr — Dan Green
DG — Dick Giordano
MGr — Mike Grell
MGu — Mike Gustovich
KGa — Kerry Gammill
RH — Russ Heath
WH — Wayne Howard
DH — Don Heck
FH — Fred Hembeck
BH — Bob Hall
CI — Carmine Infantino
GI — Graham Ingels
JJ — Jeff Jones
KJ — Klaus Janson
JKa — Jack Kamen
MK — Mike Kaluta
GK — Gil Kane
WK — Walt Kelly
JK — Jack Kirby
RK — Roy Krenkel
BK — Bernie Krigstein
BL — Bob Layton
JKu — Joe Kubert
JL — Jose Luis Garcia Lopez
HK — Harvey Kurtzman
RM — Russ Manning
MM — Mort Meskin
FM — Frank Miller
RMo — Ruben Moreira
PM — Pete Morisi
JM — Jim Mooney
GM — Gray Morrow
VM — Val Mayerik
FMc — Frank McLaughlin
LMc — Luke McDonnell
AM — Al Milgrom

BMc — Bob McLeod
MN — Mike Nasser
DN — Don Newton
AN — Alex Nino
HN — Howard Nostrand
IN — Irv Novick
KN — Kevin Nowlan
JO — Joe Orlando
BO — Bob Oksner
JOy — Jerry Ordway
RP — Rudy Palais
TP — Tom Palmer
GP — George Perez
DP — Don Perlin
MP — Mike Ploog
KP — Keith Pollard
AR — Alex Raymond
NR — Nestor Redondo
FR — Frank Robbins
MR — Marshall Rogers
JSh — Jim Sherman
JR — John Romita
JR2 — John Romita Jr.
CR — P. Craig Russell
S&S — Siegel & Shuster
S&K — Simon & Kirby
BS — Barry Smith
JS — John Stanley
JSn — Jim Starlin
JSo — Jim Steranko
JSa — Joe Staton
JSe — John Severin
WS — Walt Simonson
TS — Tom Sutton
CS — Curt Swan
PS — Paul Smith
KS — Kurt Schaffenberger
JSt — Joe Sinnott
DS — Dan Spiegle
FS — Frank Springer

BSz Bill Sienkiewicz
AT — Angelo Torres
RT — Romeo Tanghal
ATh — Alex Toth
GT — George Tuska
HT — Herb Trimpe
FT — Frank Thorne
TVE — Trevor Von Eeden
BWa — Bill Ward
BWi — Bob Wiacek
AW — Al Williamson
BW — Basil Wolverton
WW — Wally Wood
BWr — Berni Wrightson
TY — Tom Yeates
TD — Tony DeZuniga
MZ — Mike Zeck

Abbreviations +
A - Appearance of
C - Cameo of
(c) - cover
D - Death of
I - Introduction of
(i) - inks
J - Joining of
L - Leaving of
M or W - Wedding of
N - New costume
O - Origin of
(p) - pencils
R - Revival of
V - Versus
1 - first appearance of
rep. - reprint
Thg - Thing
BM - Batman
WW - Wonder Woman
SpM - Spider-Man

AARDVARK VANAHEIM

CEREBUS

1 original	$200.00
2-3	150.00
4	100.00
5	75.00
6-7	50.00
8-11	40.00
12-15	30.00
16-20	25.00
21-30	5.00
31-39	3.00
40-53	2.50
54-56 Wolveroach	4.50
57-72	2.50

FLAMING CARROT

1	$3.00
2	2.00

JOURNEY

1	$5.00
2-4	3.00
5-14	.75

MS. TREE

10-17	$1.70

NEIL THE HORSE

1	$2.50
2-9	1.00

NORMALMAN

1	$2.50
2-8	1.70

STRANGE BREW

1	$3.00

SWORDS OF CEREBUS

1-6	$5.00

AMERICOMICS

AC COMICS

1	$3.00
2-4	2.00
5-6	1.75

BLACK DIAMOND

1	$2.00

BOLT & STARFORCE SIX

1	1.75

CAPTAIN PARAGON

1	$1.50

DRAGONFLY

	$1.75

NIGHTVEIL

	$1.75

STAR MASTERS

	$1.50

ARCHIE ADVENTURE

BLACK HOOD

1-3 ATh, GM	$1.00

BLUE RIBBON

1-3	$1.50
4-13	.75

COMET

1-2 CI	$1.00

FLY

1 RB	$1.25
2-6 RB SD	1.00
7-9	.75

MANTECH ROBOT WARRIORS

1	.75

THE MIGHTY CRUSADERS

1-4 RB	$1.50
5-8 RB	.75

ORIGINAL SHIELD

1	$1.00
2-4	.75

STEEL STERLING

1	$1.50
2-7	.75

THUNDERBUNNY

1	$1.00

CAPITAL

BADGER

1	$1.00
2-4	.75

NEXUS

1	$1.50
2	1.70
3-6	$2.00

WHISPER

1-2	[illegible]

COMICO

ELEMENTALS

1	9.00
2	4.00
3	2.50

EVANGELINE

1-2	$1.50

[illegible]

1-2	$1.50

MAGE

1-6	$1.50

NEXT MAN

1-2	$1.50

CONTINUITY

ECHO OF FUTUREPAST

1-3 NA	$2.95

ZERO PATROL

1 NA	$1.50
2-3	1.00

DC

ACTION

230-233	$25.00
234-241	20.00
242 O, 1 Brainiac	70.00
243-248	20.00
249-250	18.00
251 Legion, Tommy Tomorrow	18.00
252 O, 1 Supergirl	160.00
253 Supergirl	22.00
254 Superman R. Bizarro	25.00
255 1 Bizarro Lois	18.00
256-260	15.00
261 O: Streaky	16.00
262-266	12.00
267 Legion	100.00
268-275	10.00
276 Legion	35.00
277-280	10.00
281-282	9.00
283 Legion Super Villains	12.00
284 Mon-El	12.00
285 NA, A Legion	15.00
286 Legion Super Villains	10.00
287 Legion	10.00
288 Mon-El	10.00
289-290 Legion	10.00
291 NA	8.00
292 Superhorse	9.00
293 O: Superhorse	10.00
294-299	6.00
300 Anniversary issue	11.00
301-308	5.00
309 NA, Legion	6.00
310-333	5.00
334 O Supergirl, giant	7.50
335-340	3.50
341-346	5.00
347 Supergirl	6.00
348-359	3.00
360 Supergirl giant	6.00
361-372	2.00
373 NA giant Supergirl	4.00
374-388	1.50
389-423	1.25
424 CS/MA, DG, Green Arrow	1.50
425 CS/MA,NA,DG	3.00
426-436	1.00
437 CI, Green Arrow 100 pgs.	1.75
438-442 CS	1.00
443 MA CI, JLA, 100 pgs.	1.75
444-448	.80
449 JK Green Arrow	1.50
450-453	.80
454 Last Atom	1.00
455-457	.80
458 CS/MGr Green Arrow	1.00
459-499	.80
500 CS, Superman's life story	1.50
501-508	.70
509 JSn	1.00
510-534	.60
535-536 JSa, Omega Men	2.00
537-538	.60
539 GK, Flash, Atom	1.50
540-543 CS	.60
544 CS, GK, GP/MA, 45th anniversary	1.50
545-550	.60
551-569	.75

ADVENTURE

247 1 O Legion of Super-Heroes	1000.00
248-255 Green Arrow	25.00
256 JK, O Green Arrow	40.00
257-259	25.00
260 O Aquaman	35.00
261-266	25.00
267 Legion	200.00
268	24.00
269 1 Aqualad	30.00
270	24.00
271-275	18.00
276 1 Sun Boy	15.00
277-281	14.00
282 Legion, 1 O Starboy	35.00
283 1 Phantom Zone	20.00
284	12.00
285 1 Bizarro World	18.00
286 1 Bizarro Mxyzptlk	15.00
287-289	11.00
290 O, 1 Sun Boy	30.00
291-292 Superboy	10.00
293 O, 1 Marv-E	25.00
294-299 Superboy	10.00
300 1:Mon-El, Legion	95.00
301 Legion O:Bouncing Boy	35.00
302-305 Legion	20.00
306-310 Legion	15.00
311-320 Legion	12.00
321-326 Legion	10.00
327 Legion, 1&O Timber Wolf	9.00
328-345 Legion	6.00
346 1&O Karate Kid	7.00
347 Legion	5.00
348-349	6.00
350 Legion	5.00
351 1 White Witch	6.00
352 Legion	4.50
353 O Ferro Lad	8.00
354-355 Legion	5.00
356-364 Legion	4.00
365 NA, 1 Shadow Lass	5.00
366-370 Legion	4.00
371-372 NA Legion	5.00
373-374 Legion	4.00
375 NA Legion, 1 Quantum Queen	5.00
376-380 Legion	3.50
381 Supergirl begins	2.00
382-389	2.00
390 giant	4.00
391-400	2.00
401-402	1.50
403 giant	4.00
404-410	1.50
411-415	1.00
416 all-women issue	1.75
417 Frazetta art	1.75
418-419 ATh, Black Canary	1.00
420-424	.75
425 AN, ATh, O Capt. Fear	2.00
426-430	.75
431 JA, ATh Spectre	1.00
432-458	.75
459 JA/DN/JSa	1.25
460 SA/DN/JSa D Darkseid	1.50
461 JA/DN/JSa D JSA	1.50
462 JSa/JL/DG, D E-2 Batman	1.50
463 JSa/FMc/JL/DH	1.25
464 JA/DN/JSa Deadman	1.50
465-466	1.25
467-490	.75
491 digest size begins DN (p)	1.00
492-503	1.00

ALL STAR COMICS

58 regrouping of JSA, 1 Power Girl	1.25
59 Brain Wave RE/WW	1.00
60-63 KG WW	2.50
64-65 WW	1.00
66-69 JSa BL	.75
70 JSa BL Huntress	1.00
71 JSa/BL	.75
72 JSa/BL 1 Huntress	1.00
73-74 JSa	.75

ALL STAR SQUADRON

1 RB JO JSA A& Dannette Riley	$1.50
2-5 RB JOy	1.00
6-23	.75
24-25 1 Infinity Inc	1.25
26-28	.60
29-47	.75
Annual #1 JOy O G.A. Atom	1.25
Annual #2 A Infinity Inc D Cyclotron	1.50
Annual #3 WB, JOy DN, KG, GP	1.00

AMERICA VS JUSTICE SOCIETY

1 AA, Roy Thomas script	$1.50
2-4	1.00

AMETHYST (limited series)

1 origin	$1.25
2-9	1.00
10-12 EC	.75
Annual #1	$1.25

AMETHYST (regular series)

1	$1.00
2-8	.75

AQUAMAN

1 1 Quisp	$45.00
2-3	15.00
4-10	8.50
11-20	4.00
21-28	3.00
29 1 Ocean Master	4.00
30	2.50
31-32	2.25
33 1 Aqua-Girl	3.00
34-47	2.25
48 JA, O rep	2.50
49 JA	2.00
50-52 JA, NA, A Deadman	10.00
53-57 JA	1.50
58 JA, O Aquaman	1.00
59-63	.75

ARAK

1 EC, O Arak	$1.50
2-6 EC	1.00
7-19	.75
20-30	.60
31-47	.75
Annual 1	$1.25

ARION

1 JDu	$1.75
2-6 JDu	.75
7-14	.60
15-33	.75

ATARI FORCE

1 JL	1.75
2-3	1.25
4-8	1.00
9-20	.75

ATOM, THE

1 MA, GK I:Plant Master	$45.00
2 MA, GK	20.00
3 MA/GK, 1 Chronos	17.00
4-5 MA GK	10.00
6-10 MA GK	8.00
11-20 MA GK	4.00
21-38	2.50

BATMAN

111-120	$25.00
121-126	20.00
127 A Superman	22.00
127-130	18.00
131 1 2nd Batman	16.00
132-133	14.00
134-138	15.00
139 1 old Batgirl	16.00
140	15.00
141-150	12.00
151-170	7.00
171 CI, Riddler	9.00
172-175 CI	4.00
176 giant rep	6.00
177-180 CI	3.50
181 C poster	2.50
182 giant rep.	3.00
183-184 CI	2.50
185 giant rep.	3.00
186	2.50
187 giant rep.	3.00
188-192 CI	2.50
193 giant rep.	3.00
194-197 CI	1.75
198 giant rep	2.00
199 CI	1.75
200 NA, O retold	2.00
201	1.50
202 giant	1.50
203 NA	2.00
204-207	1.75
208 GK giant	2.00
209	1.75
210 NA	2.00
211-212	1.00
213 giant D Alfred	1.50
214-216	1.00
217 NA	1.25
218 MA, giant	1.50
219 NA	7.00
220-221 NA	1.25
222 NA, Beatles	3.50
223 MA, giant	1.50
224-227 NA	1.25
228 MA, giant	1.50
229-231	1.25
232 NA/DG, 1 Ra's al Ghul D Batman	6.00
233 giant	1.50
234 NA, CI	7.00
235 CI	.75
236 NA	1.25
237 NA	7.00
238 NA, JC, JKu giant	1.50
239-241 NA, RB	1.25
242 RB MK	.75
243-244 NA/DG Ra's al Ghul	6.00
245 NA, IN, DG, IN, FMc	6.00
246-250	.75
251 NA, Joker	6.00
252-253	.75
254 NA/GK, 100 pgs	1.50
255 GK/C NA, DG	4.50
256-261	1.50
262-299	.75
300-302	1.00
303-367	.75
368 DN, AA 1 new Robin	1.50
369-386	.75
Annual 1 CS	$35.00
2	16.00
3	12.00
4-7	7.50
8 A Ra's al Ghul	3.00
9 JOy, AN, PS	1.00

BATMAN AND THE OUTSIDERS

1 O Outsiders, O Geo-Force	$2.50
2	1.50
3-4 JA	1.25
5 JA, A New Teen Titans	7.50
6-13	1.00
14-24	.75
Annual #1 NC Geo Force	1.50

BLACKHAWK

164 O retold	$5.00
165-188	2.00
189 O retold	2.50
190	2.00
191-196	1.75
197 new look	2.00
198 O retold	2.00
199-202	1.50
203 O Chop-Chop	2.00
204-209	1.50
210-243	1.50
244-250	1.00
251-265	.60
266-273 DS	.75

BLUE DEVIL

1 O Blue Devil	2.00
2-5	1.25
6-15 EC	.75

BRAVE AND THE BOLD

1 JKu Viking Prince	$420.00
2	175.00
3-5	100.00
6-10 JKu, Robin Hood	75.00
11-22 JKu	60.00
23-24 JKu, Viking Prince	75.00
25-27 Suicide Squad	17.00
28 1 JLA, O Snapper Carr	350.00
29-30 Justice League	125.00
31-33 Cave Carson	15.00
34 JKu O Hawkman	55.00
35-36 JKu Hawkman	25.00
37-39 Suicide Squad	12.00
40 JKu Cave Carson	14.00
41 Cave Carson	14.00
42-44 JKu Hawkman	20.00
45-49 CI, Strange Sports	4.00
50 Green Arrow	6.00
51 Aquaman	4.00
52 JKu, Sgt. Rock	6.00
53 ATh, Atom & Flash	7.00
54 1 Teen Titans	22.00
55 Metal Men	4.00
56 Flash	4.00
57 1&O Metamorpho	5.00
58 RF Metamorpho	4.00
59 Batman	4.00
60 Teen Titans	14.00
61-62 MA, Starman	5.00
63 Supergirl	3.00
64 Batman, Eclipso	3.00
65 DG FMc Doom Patrol	3.00
66 Metamorpho	3.00
67 CI, Batman/Flash	3.00
68 Batman Metamorpho	3.00
69 Batman, Green Lantern	3.00
70 Batman/Hawkman	3.00
71 Batman Green Arrow	3.50
72 CI, Spectre	3.00
73 Aquaman & Atom	3.00
74 Batman Metal Men	3.00
75 Batman, Spectre	3.00
76 Batman/Plastic Man	3.00
77 Batman Atom	3.00
78 Batman/Wonder Woman	3.00
79 NA Batman/Deadman	12.00
80 NA, Batman/Creeper	10.00
81 NA, Batman Flash	10.00
82 NA, O Ocean Master	10.00
83 NA Batman/Teen Titans	15.00
84 NA Batman/Sgt. Rock	10.00
85 NA, Batman Green Arrow	11.00
86 NA Batman Deadman	10.00
87 Batman/Wonder Woman	2.50
88 Batman/Wildcat	2.50
89 RA, Batman, Phantom Stranger	2.50
90 Batman Adam Strange	2.50
91 Batman/Black Canary	2.50
92 Batman Bat Squad	2.50
93 NA, Batman/House of Mystery	8.00
94 NC Batman/Teen Titans	4.00
95 Batman/Plastic Man	2.25
96 Batman Sgt. Rock	2.25
97 NC(i) Batman/Wildcat	2.50
98 JA, Batman/Phantom Stranger	2.25
99 NC Batman Flash	2.25
100 NA Batman Green Arrow	8.00
101 JA, Batman/Metamorpho	2.00
102 NA, Batman Teen Titans	4.00
103 Batman Metal Men	1.50
104 JA Batman, Deadman	1.50
105 JA, Batman/Wonder Woman	1.50
106 JA Batman Green Arrow	1.75
107 JA Batman/Black Canary	1.50
108 JA, Batman/Sgt. Rock	1.50
109 JA, Batman/Demon	1.50
110 JA Batman/Wildcat	1.50
111 JA, Batman Joker	1.25
112 JA, Batman Mr. Miracle rep.	1.25
113 JA, Batman Metal Men	1.25
114 JA, Batman, Aquaman	1.25
115 JA, O Viking Prince	1.25
116 JA, Batman Spectre	1.25
117 JA, Batman/Sgt. Rock	1.25
118 JA Batman/Wildcat Joker	1.25
119 JA Batman/Man Bat	1.00
120 JA Batman/Kamandi, 68 pgs	1.00
121 JA Batman/Metal Men	1.00
122 JA, Batman/Swamp Thing	1.25
123 JA, BM Plastic Man/Metamorpho	1.00
124 JA, Batman/Sgt. Rock	1.00
125 JA, Batman/Flash	1.00
126 JA, Batman Aquaman	1.00
127 JA, Batman/Wildcat	1.00
128 JA, Batman Mr. Miracle	1.00
129-130 Batman Green Arrow	1.25
131 JA, Batman/Wonder Woman	1.00
132 JA Batman Kung Fu Fighter	1.00
133 JA, Batman/Deadman	1.00
134 JA Batman Green Lantern	1.00
135 JA, Batman/Metal Men	1.00
136 JA BM Metal Men Green Arrow	1.25
137 Batman Demon	1.00
138 JA Batman/Mr. Miracle	1.00
139 JA Batman/Hawkman	1.00
140 JA Batman/Wonder Woman	1.00
141 JA, Batman Black Canary, Joker	1.00
142 JA, Batman Aquaman	1.00
143 JA, O Human Target	1.00
144 JA, Batman Green Arrow	1.25
145 JA, Batman Phantom Stranger	1.00
146 JA, E-2 Batman	1.00
147 JA, A Dr. Light	1.00
148 JSa JA, Batman Plastic Man	1.00
149 JA, Batman Teen Titans	2.25
150 JA, Batman Superman	.75

DC (Cont.)

151 JA, Batman/Flash	75
152 JA, Batman/Atom	75
153 DN (p), Batman/Red Tornado	75
.54 JA, Batman, Metamorpho	75
155 JA, Batman/Green Lantern	75
156 DN (p) Batman/Dr Fate	75
157 JA, Batman/Kamandi	75
158 JA, Batman/Wonder Woman	75
159 JA, Batman/Ra s al Ghul	75
160 JA, Batman/Supergirl	75
161 JA, Batman/Adam Strange	75
162 JA, Batman/Sgt Rock	75
163 DG, Batman Black Lightning	75
164 JL (p), Batman, Hawkman	75
165 DN (p) Batman/Man-Bat	75
166 DS/TA I:Nemesis	75
167 DC/DA, Batman/Blackhawk	75
168 JA, Batman/Green Arrow	75
169 JA, Batman/Zatanna	75
170 JA, Batman/Nemesis	75
171 JL/GC, Batman/Scalphunter	75
172 CI (p) Batman/Firestorm	75
173 JA, Batman Guardians	75
174 JA, Batman Green Lantern	75
175 JA, Batman/Lois Lane	.75
176 JA, Batman/Swamp Thing	75
177 JA, Batman/Elongated Man	75
178 JA, Batman/Creeper	75
179 EC, Batman/Legion	75
180 JA, Batman/Spectre. Nemesis	75
181 JA, BM/Hawk & Dove Nemesis	75
182 JA, Batman/E 2 Robin	75
183 CI. Batman, Riddler Nemesis	75
184 JA, Batman/Huntress	75
185 Batman/Green Lantern	75
186 JA, Batman/Hawkman: Nemesis	75
187 JA Batman/Metal Men; Nemesis	75
188 JA, Batman, Rose & Thorn	75
189 JA Batman/Thorn. Nemesis	75
190 JA, BM. Adam Strange; Nemesis	75
191 JA, Batman. Joker Nemesis (A)	75
192 JA, V:Mr IQ	60
193 JA, Batman D:Nemesis	60
194 CI. Batman. Flash	60
195 JA, Batman/... Vampire	60
196 JA, Batman, Ragman	60
197 JS, Batman/Catwoman	60
198 Batman. Karate Kid	60
199 RA, Batman/Spectre	60
200 JA. I:Outsiders	1 50

CAMELOT 3000

1 BB, O Arthur, Merlin	$5.00
2 BB. A Morgan Le Fay	3.50
3 BB	2 50
4-10 BB	2.00
11 12 BB, TA	1 50

CAPTAIN CARROT

1 RA, A:Superman, Starro	$1.25
2 AA	1 00
3 13	75
14-15 Justa Lotta Animals	60
16-20	75

CONQUEROR OF THE BARREN EARTH

1 4	$ 75

CRISIS ON INFINITE EARTHS

1 GP/DG	$1 50
2 5 GP/DG	75

DC COMICS PRESENTS

All have Superman

1 JL/DA, Flash	$3 00
2 JL, DA, Flash	2 00
3 JL Adam Strange	2 00
4 JL Metal Men A:Mr Q	2 00
5 MA, Aquaman	2 00
6 CS, Green Lantern	. 75
7 DD Red Tornado	1 75
8 MA, Swamp Thing	2 00
9 JSa Wonder Woman	1 75
10 JSa, Sgt Rock	1 75
11 JSa, Hawkman	1 25
12 RB. DG Mr Miracle	1.25
13 DD/DG. Legion	2 50
14 DD/DG. Superboy	. 25
.5 JSa, Atom	1 25
16 JSa. Black Lightning	1.25
17 JL Firestorm	1 50
18 DD. Zatanna	. 25
19 JSa, Batgirl	1 25
20 JL, Green Arrow	1 50
21 JSa, Elongated Man	1 00
22 DD, FMc, Capt. Comet	. 00
23 JSa. Dr Fate	. 00
24 JL Deadman	1 00
25 DD, FMc Phantom Stranger	1 00
26 GP JSn, I:New Teen Titans, GL	20.00
27 JSn, I:Mongul	1.00
28 JSn/RT/GK, Mongul	. 00
29 JSn/RT Spectre	1 00
30 CS, Black Canary	1.00
31 JL/DG, Robin	1 00
32 KS, Wonder Woman	. 00
33 RB/DG Capt Marvel	1 00
34 RB DG Marvel Family	.00
35 CS, Man-Bat	1 00
36 JSn. Starman	1 00
37 JSn/RT Hawkgirl	1 00
38 DH, D: Crimson Avenger	1 00
39 JSn. A: Toyman	.00
40 IN, FMc, Metamorpho	1 00
41 GC/RT I:new Wonder Woman	1 75
42 IN/FMc Unknown Soldier	75
43 CS, Legion	75
44 IN, FMc Dial H for Hero	75
45 RB Firestorm	75
46 I: Global Guardians	. 00
47 CS, I: Masters of the universe	1 00
48 AA/IN/FMc Aquaman	75
49 RB. Capt Marvel	75
50 CS, Clark Kent CS/VS	75
5. FMc Atom	
52 KG Doom Patrol, A.Ambush Bug	. 00
53 CS TP H of Mystery Atari Force	1 75
54 DN/DA, G Arrow Black Canary	1 25
55 Air Wave A.Superboy, Parasite	
56 CS. Power Girl	75
57 Atomic Knights	60
58 CS. Robin Elongated Man	60
59 KG. Ambush Bug	60
60-62	60
63 DS. Amethyst	60
64 Kamandi	60
65 GM, Madame Xanadu	75
66 JKu Demon	75
67 CS/MA Santa Claus	75
68 CS. MA. Vixen	75
69 IN, Blackhawk	75
70 Metal Men	75
71 CS, Bizarro	75
72 Phantom Stranger, Joker	75
73 Flash	75
74 Hawkman	75
75 Arion	75
76-84	75

DC COMICS PRESENTS ANNUAL

1 RB. Superman & E 2 Superman	$1.20
2 3	1 00

DC GRAPHIC NOVEL

1 JL, Star Raiders	6.00
2 Warlords	6.00
3 EC, Medusa Chain	6.00
4 JK, Hunger Dogs	6.00

DC SAMPLER

1 3 promotional material	$0.00

DC SPECIAL (all reprint)

1 CI. Flash/Batman/Adam Strange	$3 00
2 teen	1 25
3 GA. Black Canary	2 50
4 12	2 00
13-14	1 50
15 O G.A Plastic Man	3 00
16-19	1 50
20 Green Lantern	2 00
21 27	1 50
28 DN/DA, Earth disasters	2 00
29 JSa/BL, origin JSA	1 75

DC SPECIAL SERIES

1 MN. JR/DD/IN/FMc Five Star	$2 00
2 BWr Swamp Thing rep.	1.75
3 JKu Sgt Rock	1.50
4 Unexpected Annual	1.50
5 Superman. Luthor C Brainiac	1 50
6 JLA	1 50
7 Ghosts	1.50
8 RE/DG, Brave & Bold	1.50
9 SD/RH/DAy. Wonder Woman	1.50
10 MN, Super-Heroes	1 50
11 JG/GL KS/MA, IN/WW Flash	1 50
.2 Secrets of Haunted House	1 50
13 Sgt Rock	1.50
14 Swamp Thing rep.	1.50
15 MN. JR. MG/DG MR BM, Ra's al Ghul	1 50
16 RH, D:Jonah Hex	1 50
17 Swamp Thing rep	1 50
18 digest Sgt. Rock	. 50
.9 digest Secret Origins, new O:Wonder Woman	1 50
20 Swamp Thing rep	1 50
21 FM. Batman, Legion	6 00
22 G.I. Combat	. 00
23 digest Flash	1 00
24 Superman II Photo Album	1 00
25 RA/RT Superman s Fortress	3 00
26 JL/GL/DG. Batman vs. Hulk	2 50
27	2 50

DC SUPER STARS

1 Teen Titans rep.	$2 50
2 DC Super Stars of Space	1.00
3 CS, Superman	2 50
4-15	1.00
16 DN/BL I:Star Hunters	1 50
17 JSa. BL. Secret Origins, I:Huntress	2 25
18 Deadman/Phantom Stranger	1.25

DEADMAN (reprint)

2-4 CI/NA	1 75
. CI,NA	$. 75

DETECTIVE COMICS

225 O&I J'onn J'onzz	425 00
226	100 00
227 229	75 00
230 Martian Manhunter	90 00
231 O:Martian Manhunter	47.00
232	37.00
233 O:Batwoman	65 00
234 240	35.00
241 260	25.00
261 264	20.00
265 O:Batman retold	25 00
266	20 00
267 O:Bat-Mite	25 00
268-269	20 00
270-280	16 00
281 293	.0 00
294-297	10 00
298 I:Clayface	15 00
299	10 00
300	10 00
30. 326	6 00
327 CI. 25th ann symbol change	9 00
328 D Alfred	6 00
329 330	5 00
331 342	4 50
343-350	4 00
351 358	3 50
359 I:new Batgirl	4.50
360 368	3 50
369 CA, Elongated Man	10 00
370 BK. GK. Elongated Man	3.50
371 380	3 00
381 390	2 75
39. 394 GK/MA, NA(c) Batgirl	2 50
395 NA/DG. GK/MA	7 50
396 GK, NA(c) Batgirl	2 50
397	7 50
398 399	2 50
400 NA. GC. I&O Man-Bat	8.00
40. 402	7 50
403 GK NA(c) Robin	2 20
404 NA/DG/GK, Batgirl	7 50
405 406	2 20
407 408	7 50
409 IN/DG, NA(c)	2 20
410 NA/DG/DH Batgirl	6 50
4.. 420	2 20
42. 436	1 50
437 JA, WS, I:Manhunter	4 00
438-442 WS. Manhunter	3 00
443 WS. D:Manhunter	4 00
444-453	2 25
454-464	1 25
465 TA, Elongated Man	1 00
466-468 MR/TA	4 00
469 WS, AM. I:Dr Phosphorus	. 50
470 WS, AM	1 00
471-479	4 00
480 DN/MA	1 00
481 JSt/CR/DN. DA/MR	3 75
482 JSt/CR/HC/DG	2 00
483 DN/DA. MG/DG	1 50
484 499	1 25
500 DG/CI/WS/TY/JKu A:Deadman Slam Bradley. Hawkman. Robin	2 50
501-525	75
526 DN AA, 500th A:Batman	1 50
527 552	75

DOOM PATROL

86 BP	$6.00
87 98 BP	4 00
99-100 BP I:Beast Boy	5 00
101 105 BP	2 50
106-119 BP	2 25
120	2 25
121 JO D:Doom Patrol	3.00
122 124 rep.	1.00

FIRESTORM

1 AM/JR, I&O:Firestorm	$2.00
2-5	. 00

FIRST ISSUE SPECIAL

1 JK, Atlas	$1 25
2 Green Team	75
3 Metamorpho	75
4 Lady Cop	75
5 JK. Manhunter	. 00
6 JK, Dingbats	. 00
7 SD Creeper	1 25
8 MGr Warlord	12 50
9 WS Dr Fate	1 50
10 Outsiders	75
11 NR/AM Code Name. Assassin	75
12 new Starman	75
13 Return of New Gods	1.00

FLASH, THE

105 CI. O:Flash	$325 00
106 CI, O:Pied Piper	.50 00
107 109 CI	55 00
110 CI/MA, I:Kid Flash	65 00
111 CI	27 00
112 CI, I:Elongated Man	30 00
113-115 CI	27 00
116-118 CI	22.00
119 CI, W:Elongated Man	27 00
120 CI	22.00
121 122 CI	15.00
123 ., I:Earth 2	30 00
124-128 CI	9.00
129 CI	10.00
130 CI	9.00
131 136 CI	6.00
137 CI, Vandal Savage	7 00
138 140 CI	5.50
141 150 CI	4.00
151 159 CI	3.00
160-166 CI	2.00
.67 CI O:Flash, I:Mopee	2.50
168 CI	2.00
169-178	2.00
179-187	1 50
188-200	1.25
201 204	1 00
205 giant	. 50
206-213	1.00
214 CI, O:Metal Men	1.50
215-216	1.00
217 NA, A.Green Arrow	5.50
218 NA	5.25
219 NA, L Green Arrow	5.50
220-222	. 00
223 NA	5 00
224 225	1 00
226 NA, A:Capt Cold	5 00
227 228	. 00
229-232	. 50
233 270	75
271 274 RB	1.00
275 D:Iris West	1 75
276-277 A:JLA	2.00
278-288	75
289 DH/GP, 1st Perez DC art	. 25
290 GP A.Firestorm	1 00
291 299	75
300 CI, C:New Teen Titans, O:Flash	2.25
301 305	75
306 CI/KG	5 00
307 313 CI/KG	4 00
314-318 CI	75
319-348	60

FURY OF FIRESTORM

1 PB, I:Black Bison	$1 50
2-4 PB	1 00
5-10	75
11 18	60
19-21	75
22 I:Blue Devil	1 00
23-38	75
Annual 1	1 00

GREEN ARROW

1 DG mini-series	$1 50
2-4 DG	. 00

GREEN LANTERN

1 GK, O:Green Lantern	$250 00
2 GK, I:Pieface	100 00
3 GK	70 00
4 5 GK	60 00
6-10 GK	30 00
11 15 GK	.5 00
16 GK, O:Star Sapphire	17 00
17 20 GK	15 00
21 GK, O:Dr Polaris	11 00
22 GK	10 00
23-24 GK	.1 00
25-28 GK	.0 00
29 GK, I Black Hand	11 00
30 GK	10 00
3. 40 GK	6 00
4. GK, A:Star Sapphire	3.00
42-44 GK	4 00
45 GK Prince Peril	5 00
46-47 GK	4 00
48 49 GK	5 00
50 GK	4 00
5.-69	3 00
70 GK	4 00
71 75 GK	3 00
76 NA A:Green Arrow	65 00
77 NA, A:Green Arrow	35 00
78-80 NA, A:Green Arrow	25 00
81 83 NA, A.Green arrow	16 00
84 NA/BWr Green Arrow	16 00
85-86 NA, drugs, Green Arrow	25 00
87 GK/NA, C Green Arrow	5 00
88 GK A:Green Arrow	3.00
89 NA A Green Arrow	15 00
90 MGr A.Green Arrow	2 25
91 99 MGr	1 75
.00 MGr, I:Air Wave	3 50
101 111 MGr A:Green Arrow	1 75
1.2 126	1 50
127 128 JSa	1 25
129 JSa	1 00
130-132 JSa	1 25
133-135 JSa A:Dr Polaris	1 00
136-137 JSa	2 00
.38-140 JSa	. 00
141 JSa, I:Omega Men	9 50
142 143 JSa, A:Omega Men	7 00
144 JSa C:Omega Men	5 00
145-149 JSa	75
150 JSa, anniversary	1 00
151 159	75
160-161 Omega Men	2 00
162 165 KP	75
166-171	60
172 191	75

GREEN LANTERN/GREEN ARROW

1 NA reprints	$2 25
2 7 NA/DG reprints	2 00

HAWKMAN

1 MA	$40 00
2 MA	18 00
3 5 MA	10 00
6-10 MA	6 00
11 15 MA	3 50
16-27	2 50

HOUSE OF MYSTERY

100	$2 50
101 120	2.00
121 142	1 50
143 J'onn J'onzz, Manhunter	3.00
.44 148	1 00
149 ATh	2 00
150-155	1 00
156 O:Robby Reed, Dial H	2 50
157 173	1 25
174-177 NA	1 50
.78 NA	6 00
.79 NA JO, 1st Wrightson DC art	8 00
180-.81 NA	2 50
182 NA/WH, AT	1 00
183 NA/BWr/WW	2 50
184 NA/GK/WW/AT	1 50
185 NA BWr/WW	3 00
.86 NA, BWr	4 00
187 NA/WH AT	1 50
188 NA/BWr	2 50
189-190 NA, AT	1 50
191 NA	2 50
.92 NA. GM	1 50
193 BWr	1 75
194 .95 BWr	2 50
196-.97 NA	. 50
198	1 00
199 NA, JK/WW	2 00
200-203	1 00
204 AN BWr	2 50
205-206	75
207 JSn/BWr JSt/NR	2 00
208	75
209 AA, BWr	1.00
210	75
211 AA, BWr/NR	1 00
212 AN	75
213-2.4 BWr	1 00
215-216	75
217 BWr	1 00
218-220	75
221 BWr/MK	2 00
222 223	.75
224 AN, BWr, NA, Phantom Stranger	3 00
225 AN	75
226-227 NR	2 00
228 NA/NR AT	2 50
229-230	2 00
231 235	75
236 SD. BWr/NA	2 00
237 250	75
251 NA/WW giant	1 00
252 NA, AN, giant	. 25
253 NA, AN, giant	1 50
254 NA/SD/WH, giant	2 00
255-226 BWr giant	1 25
257 MG, giant	1 50
258 SD giant	1 25
259 DN/MG, giant	1 50
260 273	75
274 JO	1 00
275-281	75
282 JSn	1 00
283-308	75
309-318	60

HOUSE OF SECRETS

1 MD	$85 00
2 3	35 00
4 JK	20 00
5-7	.5 00
8 JK	20 00
9-..	.5 00
12 JK	20 00
13 21	9 00
22 MM	5 00
23 O:Mark Merlin	8 00
24 47	5 00
48	7 00
49 50	5 00
51-61	3 00
62-67	4 00
68 80	. 00
81 NA(c) . mystery format	1 50
82 NA	3 00
83 ATh	1 50
84 NA(c)	1 25
85 NA	3 00
86 NA(c) GM	1 25
87 NA(c) MK BWr	1 50
88-89	. 25
90 NA GM RB .st Buckler DC art	4 00
91 NA/MA/WW	2 00
92 BWr I:Swamp Thing	25 00
93 JA/BWr	1 50
94 BWr ATh	3 00
95	1 00
96-98	1 50
99-116	. 00
.17 AA, AN	1 25
118-122	1 00
123 ATh	1 25
124 140	75
141 O:Patchwork Man	1 50
142 150	75
151 MK/MGr	1 00
152-154	75

IMMORTAL DR. FATE, THE

1 WS, KG	$1 25
2 3 KG	1 25

INFINITY, INC.

1 JOy O:Infinity Inc	$2 00
2 JOy origin ends	. 75
3 5	1 50
6-7 JOy	. 25
8-10	. 00
11 .6	1 25

JEMM, SON OF SATURN

1 GC/KJ maxi-series	$1 50
2-9	75

JONNI THUNDER

1 DG, origin issue	$1 00
2-4 DG	75

JUSTICE LEAGUE OF AMERICA

1 I:Despero	$400.00
2 A:Merlin	125 00
3 I:Kanjar Ro	80 00
4-5	50 00
6 8	35 00
9 O:JLA	55 00
.0 I:Felix Faust	35 00
11 15	18 00
16-20	13 00
21 22 R JSA	16 00
23 30	9 00
31 J:Hawkman	7 00
32 36	6.00
37 38 A:JSA	7.00
39 reprint	9.00
40 social issue	6.00
41-45	4.00
46-48	5 00
49 50	4 00
51 57	3 50
58 reprint	5 00
59-60	3 50
61-63	3 00
64 DP Red Tornado	2 75

DC (Cont.)

65-66 DP	2.50
67 reprint	3.00
68-70 DD	2.50
71-74 DD	2.00
75-76 DD	2.50
77 reprint	2.00
78-79 DD	2.00
80-83 DD	2.25
84 DD	2.00
85 reprint	2.50
86-92 DD	2.00
93 reprint	2.50
94 DD, NA A:Deadman	.0.00
95-96 DD	2.50
97 DD, O:JLA	3.00
98-99 DD, A:Sargon	2.00
100 DD A:7 Soldiers	4.00
101-102 DD	2.50
103-.06 DD/DG	2.00
107 DD/DG, I:Freedom Fighters	2.25
108 DD, DG, A:JSA	2.25
109-116 DD, DG	1.50
..7-130 DD, FMc	1.25
131-138 DD FMc	1.00
.39 DD FMc double size	1.25
140-141 DD, FMc A:Manhunter	1.50
142-160 DD/FMc	1.25
161-180 DD FMc	1.00
181-182	1.00
183-185 DD/FMc	75
186 GP FMc	75
187-191	75
.92 GP	75
193 GP . All-Star Squadron	2.00
194-.97 GP	75
198-199 DH	75
200 GP DG, GK CI, JKu BB PB/TA	2.00
201-205 DH	75
206 DH, RT	1.50
207-241	75
Annual 1-2	1.25

KRYPTON CHRONICLES

. CS A:Superman	$1.25
2 CS A:Black Flame	1.00
3 CS O:name of Kal-El	1.00

LEGION OF SUPER-HEROES
(1st Series)

. Tommy Tomorrow rep.	$5.00
2-4	2.00

(2nd Series)

259 L:Superboy	$5.00
260-265	3.00
266-272	2.00
273-280	1.50
281-284	.00
285 PB . Giffen art	6.00
286 PB	4.00
287 KG V:Kharlak	7.50
288-290 KG	5.00
29.-294 KG	3.50
295-299	2.00
300-313	1.00
314 t le now Tales of LSH	1.00
3.5-324	75
Annual #1 KG, . Invisible Kid II	3.50
Annual #2 KG Karate Kid	1.50
Annual #3 CS	1.25

LEGION OF SUPER-HEROES
(Direct-sale series)

1 KG	$3.00
2 KG	2.00
3	1.50
4-13	1.25

MADAME XANADU

1 MR BB	$2.00

MAN-BAT VS. BATMAN

1 NA/DG reprint	$2.50

MASTERS OF THE UNIVERSE

1 GT/AA,	$1.50
2-3	1.00

METAL MEN

1	$12.50
2	7.50
3-5	5.00
6-10	4.00
11-26	2.50
27 O:Metal Men	3.00
28-41	1.50
42-44 reprint	75
45-50 WS	1.00
51-56	.75

MR. MIRACLE

1 JK I:Mr Miracle	$5.00
2-5 JK	2.00
6-9 JK	1.50
10-14 JK	1.00
15 JK O:Shilo Norman	1.25
16-18 JK	1.00
19 MR NA/DG/TA JR, AM, return	2.50
20-22 MR	2.00
23-25 MG	1.50

MY GREATEST ADVENTURE

30-57	$5.00
58	6.00
59	2.00
60-61 ATh	6.00
62-76	2.00
77 ATh	6.00
78-79	2.00
80 BP I:Doom Patrol	8.00
81 BP/ATh	4.00
82-84 BP Doom Patrol	2.50
85 BP/ATh, Doom Patrol	4.00

NATHANIEL DUSK

1 GC, mini-series	$1.50
2-4	1.25

NEW GODS, THE

1 JK	$4.00
2-8 JK	2.00
9-11 JK	1.50
.2-18	75

NEW GODS (reprints)

.-6 JK reprints	$2.00

NEW TALENT SHOWCASE

1-5	$1.00
6-18	1.25

NEW TEEN TITANS

1 GP/RT I:Teen Titans	$25.00
2 GP/RT I:Terminator	16.00
3-4 GP	10.00
5 CS/RT O:Raven Trigon	10.00
6 GP	6.50
7 GP/RT, O:Cyborg	7.00
8-9 GP/RT	6.50
10 GP/RT A:Terminator	7.50
.. 12 GP RT	4.00
13-15 GP/RT Doom Patrol	5.00
.6 GP/RT :Captain Carrot	3.50
17-20 GP RT	3.00
21 GP RT I:Night Force, GC	3.00
22-23 GP/RT	2.75
24-25 GP/RT A:Omega Men	3.50
26-28 GP/RT	2.50
29-30 GP/RT	2.25
31 GP/RT Raven goes insane	1.50
32-33 GP RT	1.25
34	1.25
35-36 KP	.25
37 GP A:Outsiders	1.50
38 GP O:Wonder Girl	.00
39 GP Grayson quits as Robin	1.50
40-44 GP	3.00
45 GP now Tales of TT	1.25
46-49 GP H.I.V.E	1.25
50 GP DG W Wonder Gir	2.25
51-56	.00
Keebler/DC GP special drug issue	2.00
Beverage/DC special drug issue	3.00
IBM, DC special drug issue	4.00
Annual 1 GP RT D:Blackfire	4.00
Annual 2 I:new Vigilante	2.00
Annual 3 GP/DG D:Terra	2.00

NEW TEEN TITANS
(Direct-sales series)

1 GP	$5.00
2 GP A:Trigon	$2.50
3 GP	2.00
4-5 GP	1.50
6-11 GP	1.25

NIGHT FORCE

1 GC Intro Night Force	$1.25
2-12 GC	75

OMEGA MEN

. KG, O:Omega Men	$4.50
2 KG, O:Broot	2.50
3-6 KG	2.00
7-29	1.25

PHANTOM ZONE, THE

. GC/TD, A:- Jax-Ur	$1.25
2-4 GC/TD	75

POWER LORDS

. mini-series	$1.00
2-4	75

RED TORNADO

1-2 mini-series	75

ROBOTECH DEFENDERS

. MA mini-series	$1.25
2-3 MA	1.00

RONIN

1 FM	$3.50
2-4 FM	3.00
5-6 FM	2.50

SHADOW WAR OF HAWKMAN

1 mini-series	$1.25
2-4	1.00

SHAZAM

1 CCB, O:Capt. Marvel	$1.00
2-10 CCB	75
11-13	75
14 KS A:Monster Society 100 pg.	1.00
15-35	75

SHOWCASE

1 Fire Fighters	$350.00
2 JKu, Kings of Wild	125.00
3 Frogmen	100.00
4 CI JKu, O:Flash	1,.50.00
5 Manhunters	90.00
6 JK (c) O:Challengers	275.00
7 JK (c) Challengers	150.00
8 CI, Flash O:Capt Cold	350.00
9-10 Lois Lane	150.00
11-12 JK (c) Challengers	110.00
13-14 CI, Flash O:Mr Element	275.00
15-16 Space Ranger	75.00
17 GK (c) O&I:Adam Strange	175.00
18-19 GK (c) Adam Strange	125.00
20 Rip Hunter	35.00
21 Rip Hunter	32.00
22 GK O.&I:Green Lantern	300.00
23-24 GK, Green Lantern	125.00
25 JKu, Rip Hunter	25.00
26 JKu, Rip Hunter	20.00
27 RH, I:Sea Devils	25.00
28-29 RH, Sea Devils	18.00
30 O:Aquaman	25.00
31-33 Aquaman	15.00
34 GK O&I Atom	.52.00
35-36 GK, Atom	.7.00
37 I:Metal Men	12.00
38-40 Metal Men	8.00
41-42 Tommy Tomorrow	6.00
43 Dr No/007	60.00
44 Tommy Tomorrow	5.00
45 JKu Sgt Rock	8.00
46-47 Tommy Tomorrow	5.00
48-49 Cave Carson	5.00
50-51 MA, CI, Spy	5.00
52 Cave Carson	5.00
53-54 JKu, G.I. Joe	5.00
55-56 MA, Dr Fate	5.00
57-58 JKu, Enemy Ace	5.00
59 Teen Titans	15.00
60-61 MA, Spectre	5.00
62-63 JO, Inferior 5	2.50
64 MA Spectre	5.00
65 Inferior 5	2.50
66-67 B'wana Beast	2.50
68-69 Maniaks	2.50
70 Binky	2.50
71 Maniaks	2.50
72 JKu ATh, Top Gun	2.50
73 SD, I&O:Creeper	4.00
74 I Anthro	2.50
75 SD, I Hawk & Dove	3.00
76 I:Bat Lash	2.00
77 I Angel & Ape	2.00
78 I Jonny Double	2.00
79 I:Dolphin	2.00
80 NA(c) Phantom Stranger	4.00
8. Windy & Willy	2.00
82 I Nightmaster	2.00
83-84 BWr/MK, Nightmaster	10.00
85-87 JKu Firehair	2.00
88-89 Jason s Quest	2.00
90-93 Manhunter	2.00
94 JA, JSA, I&O new Doom Patrol	2.00
95-96 JA, JSA, Doom Patrol	1.50
97-99 Power Girl	75
100 JSA, all star issue	1.50
101-.03 MA, JK(c), Hawkman	75
.04 OSS Spies	75

[illegible]

1 mini-series	$1.00
2-5	75

SPECTRE

1 MA	$6.00
2-5 NA	6.50
6-8 MA	2.00
9 BWr	5.00

STAR TREK

1 TS	$1.00
2-.7 TS	.75

SUN DEVILS

1 maxi-series	$2.00
2-12	1.50

SUPER POWERS

1 mini-series	$1.50
2-4	75

SUPERBOY

68 O&I Bizarro	35.00
69-77	.2.00
78 O:Mr Mxyzptlk	20.00
79-80	12.00
81	9.00
82-83	.0.00
84-85	9.00
86 I:Pete Ross, A:Legion	45.00
87-88	9.00
89 I Mon-El	30.00
90-92	9.00
93 A:Legion	17.50
94-97	5.50
98 O&I Ultra Boy A:Legion	17.00
99	5.50
100 . Phantom Zone villains	17.00
.0.-103	5.00
104 O:Phantom Zone	5.50
.05-116	5.00
117 A:Legion	6.00
.18-120	5.00
121-123	3.00
124-126	3.50
127-128	3.00
129 giant	4.00
130-137	3.00
138 giant	4.00
139-.40	3.00
141-142	2.00
.43 NA c)	2.25
144	2.00
145-146 NA(c)	2.25
147 giant O:Saturn Girl, Cosmic Boy	5.00
148-151 NA (c)	2.25
152-155 WW NA (c)	2.50
156 giant	3.00
157-16. WW	2.50
162	2.00
163-.64 NA (c)	2.25
165 giant	3.00
166-168 NA(c)	2.25
169-172	2.00
173 GT, DG, NA (c) O:Cosmic Boy	2.50
174 giant	3.00
.75 MA, NA (c)	2.25
176 MA, GT WW, NA (c) A:Legion	3.00
177 MA	1.50
178 MA, NA (c)	1.75
179-184	1.50
185 A:Legion	2.00
186-19.	1.50
192-.95	1.20
196 last Superboy solo story	1.25
197 MA Legion begins	5.00
198-.99	2.00
200 M:Bouncing Boy Duo Damsel	5.00
201 DC A:Wildfire	2.00
202 N:Light Lass	2.50
203 MGr D:Invisible Kid	3.00
204 . Supergirl	2.00
205 100 pages	2.50
206-208 MGr	2.00
208 MGr 68 pgs.	2.50
209 MGr N:Karate Kid	2.00
210 MGr O:Karate Kid	2.50
211-2.6 MGr	2.00
217 MGr	1.75
218 I:Tyroc A:Fatal Five	1.75
219 MGr	2.00
220	1.75
221-224 MGr	2.00
225-227	1.50
228 D:Chemical Kid	2.00
229-236	1.50
237 WS	2.00
238-239	1.25
240 HC, O:Dawnstar	1.50
241-246	1.25
247 JSa, anniversary issue	1.50
248-258	1.00

SUPERBOY, NEW ADVENTURES OF

1 KS	$1.25
2-49 KS	90
50 KG KS A:Legion	80
51-54 KS	75

SUPERGIRL
(1st series)

1	$1.50
2-6	1.00
7-10	75

SUPERGIRL, DARING ADVENTURES OF

1 CI	$ 75
2-14 CI	60
15-19	75
20 C JLA, Teen Titans	1.50
21-23 CI	75

SUPERGIRL (MOVIE)

1 GM, movie adaptation	$1.25

SUPERMAN

100	$160.00
101-110	45.00
1.1-120	35.00
121-130	30.00
131-139	20.00
.40 blue kryptonite	20.00
.4.-145	12.00
146 Superman life story	20.00
147 I:adult Legion	25.00
148	12.00
149 C:9th Legion	25.00
150	12.00
151	10.00
152 A:Legion	12.00
153-157	10.00
158-160	9.00
161-162	10.00
163-166	7.00
167 O:Brainiac	10.00
168-180	6.00
181-182	5.00
183 giant	6.00
.84	5.00
.85-186	6.00
187 giant	5.00
188	6.00
.89-.92	5.00
.93 giant	6.00
.94-196	5.00
.97 giant	6.00
.98-200	5.00
20.	4.00
202 giant	6.00
203-206	3.00
207 giant	5.00
208-211	3.00
212 giant	5.00
213-216	3.00
217 giant	5.00
218-221	3.00
222 giant	5.00
223-226	3.00
227 giant	5.00
228-231 CS/DA	3.00
232 giant	4.00
233-238	3.00
239 CS MA, GM	4.00
240-244	3.00
245 CS, MR 100-pg. reprint	4.00
246-248	2.00
249 CS/NA	7.50
250-251	2.00
252 CS/MA,	5.00
253 CS/MA, reprint	2.00
254 CS/NA	7.50
255-260	2.00
261-271	1.50
272 CS/BO, .00 pg.	3.00
273-277 CS/BO	1.50
278 CS/BO, 100-pg. reprint	3.00
279-283	1.50
284 CS/BO 100-pg. reprint	3.00
285-291	1.50
292 CS/BO, O:Luthor	2.00
293-299	1.50
300 CS/BO, 2001, anniversary	2.00
301-306	1.25
307-308 JL FS, NA(c)	1.50
309-312	1.25
313 CS/DA, NA(c)	1.50
3.4-316	1.25
317 CS/DA, NA(c) R:Lana Lang	1.50
318-320 CS	1.25
321-340	1.00
341-374	75
375-390	60
391-399	75
400 FM, AW JO, JK, SD, JO, MGr WE WS, giant	3.00
401-410	75
Annual	
1 I Supergirl reprinted	$60.00
2 O:Titano	35.00
3	25.00
4 Legion	.7.00
5 Krypton	12.00
6 Legion	7.50
7 O:Superman	10.00
8	7.50
9-10	.00
Special #3	$1.00
Promotions	
game giveaway	$4.00
Pizza Hut — #77	1.50
Radio Shack #80, 81	1.50
Radio Shack #82	.00

SUPERMAN, THE SECRET YEARS

1 CS, mini-series	$1.00
2-4 CS	75

SUPERMAN III

1 CS, movie adaptation	$1.00

SUPERMAN VS. SPIDER-MAN

. RA/DG oversized	$5.00

SWAMP THING
(1st series)

. BWr O:Swamp Thing	$9.00
2-3 BWr	5.00
4-.0 BWr	3.00
11-22 NR	1.50
23-24 NR	1.00

SWAMP THING, SAGA OF THE

1 TY	$1.00
2-16	75
17-19	60
20 new writer Alan Moore	12.00
21	.0.00
22-24	7.50
25-26	4.00
27-30	3.00
31-35	2.00
36-39	1.00
Annual #1 movie	.00
Annual #2	3.00

SWORD OF THE ATOM

1 GK, mini-series	$1.00
2-4 GK	75
Special 1-2, GK	$1.25

TALES OF GREEN LANTERN CORPS

1 IS FMc, O:- Green Lantern	$1.25
2-3 IS/FMc	1.00
Annual 1 GK	$1.25

TALES OF THE NEW TEEN TITANS

1 GP Cyborg	$2.00
2 GP Raven	1.50
3 GP/GD Changeling	1.50
4 GP EC Starfire	1.50

TEEN TITANS

1 NC, Peace Corps	$32.00
2 NC	14.00
3-5 NC	6.50
6-11	5.00
12-19	3.50
20-22 NA/NC	10.00
23-31	3.00
32-43	2.00
44-53	1.50

THRILLER

1 TVE	$2.00
2-4 TVE	1.50
5-12	1.25

UNTOLD LEGEND OF BATMAN

. JBy JA O:Batman	$1.50
2-3 JA	1.00

V (TV adaptation)

1 CI	$1.00
2-6, CI	75

VIGILANTE

. KP DG	5.00
2 KP	2.00
3-20	1.25

WARLORD

1 MGr	$17.00
2 MGr I:Machiste	10.00
3 MGr	8.00
4-5 MGr	7.50
6 MGr I:Mariah Romanola	6.00
7-9 MGr	5.00
10 MGr Deimos	6.00
11 MGr rep. **1st Issue Special**	5.00
12-20 MGr	5.00
21-40 MGr	2.75
41-47 MGr	2.00
48 MGr EC I:Arak	2.50
49-50 MGr	2.00
5.	1.00
52 MGr	1.50
53-54	1.00
55-62 Arion	1.50
63-64	1.00

Dangermouse and Penfold pin-up © 1985 Thames Television ⇨

DC (Cont.)

65 MGr	1.25
66	1.00
67-96	.75
Annual #1 MGr	2.00
Annual #2-4	1.25

WHO'S WHO

1 Abel-Auron	$1.50
2 Automan-Blackhawk	1.25
3 Black Lightning-Byth	1.25
4 Cadre-Chris KL99	1.25
5 Chronos-Cyclotron	1.25
6 Daily Planet-Dr. Polaris	1.00

WONDER WOMAN

100	$25.00
101-104	15.00
105 O 1st Wonder Girl	30.00
106-110	15.00
111-120	10.00
121-150	7.00
151-170	5.00
171-178	3.00
179-195	2.50
196-198 DG	3.00
199-200 DG	7.00
201 DG	1.25
202-203 DG	2.00
204-220	1.25
221-247	1.00
248 JL	1.25
249 A:Hawkgirl	1.00
250-251	1.25
252-270	.75
271-272 JSa Huntress	1.25
273-286	.75
287 DH/RT A:New Teen Titans	2.25
288-292	.75
293 GC/FMc A:Starfire, Raven	1.25
294-299	.75
300 9 artists, C:New Teen Titans	2.75
301-310	.60
311-326 DH	.75

WORLD OF KRYPTON

1 HC/MA, O:Jor-El	$1.50
2-3 HC	1.00

WORLD'S FINEST COMICS

115-120	$15.00
121-142	9.00
143-150 CS	6.00
151-159	4.00
160 reprint	3.50
161 giant	4.50
162-169	3.50
170 giant reprint	4.50
171-174	3.00
175-176 NA	5.00
177-188	1.50
189 giant	2.00
190-196	1.50
197 giant	2.00
198-204	1.50
205 Frazetta ad Teen Titans	2.50
206 giant reprint	2.00
207-222	1.00
223 NA, giant	3.00
224-225 giant	2.00
226 NA, giant	3.00
227-228 giant	2.00
229	.75
230 giant	2.00
231-243	.75
244-245 giant	1.25
246 KS/MA/MN/TA/GM, A:JLA	1.25
247-254 KS, giant	1.25
255 JL/DA/SD	1.50
256-258 giant	1.25
259 RB, DG, MR/MN/DN/KS	2.00
260-282	1.25
283 GT FMc GK	1.00
284 GT, DS, A:Legion	1.50
285-286	.75
287-298	.60
299 GC	.75
300 RA A:JLA, Outsiders, Titans	1.00
301-317	.75

DELUXE

WALLY WOOD'S THUNDER AGENTS

1 GP,KG,DC	$2.50
2 GP,KG,DC	3.00

EAGLE

JUDGE DREDD

1 BB	$3.50
2-6 BB	1.50
7-18	1.25
19-21	1.00

JUDGE DREDD: JUDGE CHILD QUEST

1-2	$1.50

JUDGE DREDD'S CRIME FILE

1 mini-series	$1.50

NEMESIS

1	$2.00
2-5	1.50

ROBO HUNTER

1	$1.50
2-5	1.00

2000 A.D. MONTHLY

1-5 mini-series	$1.00

ECLIPSE

ALIEN WORLDS

8	$1.50

AXEL PRESSBUTTON

1	1.50
2-4	1.75

AZTEC ACE

1	$2.00
2-8	1.50
9-12	1.75

BERNI WRIGHTSON

5	1.50

CAP'N QUICK & A FOOZLE

1-2 mini-series	$1.50

CROSSFIRE

1-7	$1.50
8-10	1.75

DESTROYER DUCK

1 1:Groo	$3.00
2-7	1.50

DETECTIVES, INC.

1-2 mini-series	$1.75

DNAGENTS

1	$3.00
2-5	1.75
6-21	1.50

ECLIPSE MONTHLY

1 SD, KJ	$2.00
2 GC, KJ	2.00
3-10	1.50

GROO SPECIAL

1	4.00

IRONWOLF

1 WE	$2.00

KILLER

1	$1.75

MASKED MAN

1-2	$1.75

MR. MONSTER

1	$1.75

MS. TREE

1-3	$1.00
4-9	1.50

RAGAMUFFINS

1 one-shot	$1.75

SABRE

1-13	$2.00

SCORPIO ROSE

1-2	$2.00

SIEGEL & SHUSTER: DATELINE 1930'S

1	1.50

SOMERSET HOLMES

5-6 BA	$1.50

STAR*REACH CLASSICS

1-6	$1.50

STRANGE DAYS

1	1.50

TWISTED TALES

10	$1.50

ZOT!

1-8	$1.50

FANTAGRAPHICS

DALGODA

1	$2.25
2-4	1.50

LOVE & ROCKETS

1	$10.00

FIRST

AMERICAN FLAGG!

1 HC	$5.00
2-4 HC	3.00
5-12 HC	1.50
13	1.00
14 PB	1.25
15-17 HC	1.50
18-20 HC	1.50
21-23 HC	1.25

BADGER

5-6	$1.75

E-MAN

1 JSa	$1.50
2-25 JSa	1.25

ELRIC

1-2 mini-series	$1.75

FIRST GRAPHIC NOVEL

1 Beowulf	$6.00

GRIMJACK

1-2	$3.00
2-10	1.50
11-13	1.25

JON SABLE, FREELANCE

1 MGr	$3.50
2-4 MGr	2.50
5-8 MG	2.00
9-12 MGr	1.75
13-24 MGr	1.50
25-27 MGr	1.25

MARS

1	$2.00
2-5	1.50
6-12	1.25

THE P.I.'S (Mini-series)

1 JSa, Ms. Tree E-Man	1.50
2-3 JSa	1.25

SHATTER SPECIAL

1 1st computer comic	$5.00
1a 2nd printing	2.00

STARSLAYER

9-16	$1.50
17-19	1.00
20-31	1.25

WARP

1 FB	$2.00
2-7 FB	1.50
8-19	1.25

WARP SPECIAL

1	$1.50
2-3	1.00

J.C. PRODUCTIONS

HALL OF FAME

1-3	$1.00

THUNDER AGENTS

1-2	$1.00

KITCHEN SINK COMIX

MEGATON MAN

1-3	$2.00

THE SPIRIT

1-6 WE rep.	$2.00
7-9 WE	2.95

MARVEL

ADVENTURE INTO FEAR

1 science fiction	$1.50
2-9 science fiction	.75
10 HC, Man-Thing	7.00
11-12	3.00
13-18	1.50
19 1st Howard the Duck	9.00
20 PG, Morbius	2.00
21-22	.75
23 CR 1st Russell art	2.50
24-25	.75

ALIEN LEGION

1 TA	$2.50
2 TA	2.00
3-6	1.50

ALPHA FLIGHT

1 JBy I:Puck, Marrina	$4.00
2 JBy	$2.50
3-7 JBy	2.00
8-11 JBy	1.00
12 JBy D:Guardian	2.50
13-18 JBy	1.50
19 JBy I:Talisman	1.25
20-25 JBy	1.00

AMAZING ADVENTURES (1st series)

1 JK/JB, Inhumans	$3.00
2-4	2.00
5-8	4.00
9-10	1.75
11 O:new Beast	3.50
12-17	2.00
18 HC/NA I:Killraven	5.00
19-26 Killraven	2.00
27 CR, JSn	4.00
28-33 CR, Killraven	1.50
34 CR, D: Hawk	1.25
35-36 CR, Killraven	1.50
37 CR, O:Old Skull	1.25
38-39 CR, Killraven	1.50

AMAZING ADVENTURES (2nd series)

1 rep. X-Men #1	$1.25
2-14 all X-Men rep.	1.00

AMAZING FANTASY

15 SD JK, 1&O: Spider-Man	$1,250.00

AMAZING HIGH ADVENTURE

1	$2.50

AMAZING SPIDER-MAN

1 SD/JK, O:Spider-Man	$750.00
2 SD, I:Vulture	275.00
3 SD, I:Dr. Octopus	160.00
4 SD, O:&I:Sandman	135.00
5-6 SD	100.00
7-10 SD	75.00
11-13 SD	55.00
14 SD, I:Green Goblin	65.00
15 SD I:Kraven	50.00
16-19 SD	30.00
20 SD I&O Scorpion	35.00
21-25 SD	15.00
26-30 SD	12.50
31-33 SD	10.00
34-38 SD	9.00
39-40 JR	10.00
41-49 JR	7.00
50 JR, I:Kingpin	15.00
51-61	6.00
62-70	5.00
71-81	4.50
82-89	4.00
90 JR, GK, A:Dr. Octopus	7.00
91-93	4.00
94 JR, SB, A:Beetle	6.00
95 JR, SB	4.00
96-98	10.00
99 GK A:Johnny Carson	4.00
100 GK, A:Green Goblin	15.00
101-102 GK, A:Morbius	8.00
103-112	3.00
113-114 JR JSn	4.00
115-118 JR	3.00
119-120 Hulk	5.00
121-122 JR/GK A:Green Goblin	20.00
123 GK JR Luke Cage (Power Man)	4.00
124-128	2.50
129 RA, I:Jackal	5.00
130-145	2.00
146-150	2.00
151-160	1.75
161-162 A:Nightcrawler	5.00
163-170	1.75
171-188	1.25
189 JB, A:Man-Wolf	3.00
190 JB, A:Man-Wolf	2.50
191-199	1.00
200 RP, O:Spider-Man	2.50
201-202 RP A:Punisher	1.00
203 RP A:Dazzler	3.00
204-205 RP A:Black Cat	1.00
206-217	2.00
218-219 FM(c)	1.50
220 MF/BMc, A:Moon-Knight	2.00
221-225	.75
226-227 JR2 A:Black Cat	1.00
228-232 JR2	.75
233 JR2,	1.00
234-237	.75
238 I:Hobgoblin	1.50
239-251	.75
252 new costume	6.00
253 Rose	3.00
254	2.00
255-256 Red Ghost	1.00
257-259	1.00
260-267	.75
Annual #1 — SD, I:Sinister Six	35.00
Annual #1 — SD, rep	12.00
Special #3 — JR/DH, rep	7.00
Special #4 — A:Wizard	7.00
Special #5 — JR, A:Red Skull	4.00
Special #6-8 — rep	4.00
King-Size #9 — rep.	2.00
Annual #10 — GK, A:Human Fly	2.00
Annual #11 DP R2 AM	1.50
Annual #12 — rep	1.50
Annual #13 — JBy/TA	2.00
Annual #14 — FM, A:Dr. Doom	4.00
Annual #15 — DP/TA/FM/KJ	3.50
Annual #16 — I:new Captain Marvel	1.25
Giant Size #1 — DH, rep	2.75
Giant Size #2 — AM, rep.	1.50
Giant-Size #3-5	1.50

ANNIE

1-3 movie story	$.60

ASTONISHING TALES

1 JK/WW, Ka-Zar Dr. Doom	$3.00
2 JK/WW, Ka-Zar/Dr. Doom	2.00
3-6 Ka-Zar Dr. Doom	3.00
7-9 Ka-Zar/Dr. Doom	1.50
10 SB/BS, Ka-Zar/Dr. Doom	3.00
11-24	1.00
25 RB O:Deathlok	2.00
26-29	1.00
30 RB KP Deathlok	1.25
31-36	.75

AVENGERS

1 JK, origin	$400.00
2 JK, Space Phantom	135.00
3 JK,	85.00
4 JK, Capt. America	160.00
5 JK, Hulk leaves	50.00
6 JK	38.00
7-8 JK	35.00
9 JK, D:Wonder Man	38.00
10 JK I:Hercules	35.00
11 JK, Spider-Man	24.00
12-15 JK	22.00
16-19 JK	16.00
20-22 JK, DH	10.00
23-25 JK DH	6.00
26-31 JK/DH	5.00
32-40	4.00
41-52	3.00
53 JB, X-Men	6.00
54-56 JB	3.00
57 JB, I:Vision	18.00
58 JB, O:Vision	15.00
59-61 JB	6.00
62-65	5.00
66-67 BS	8.00
68-70	5.00
71 SB/SB, I:Invaders	6.00
72-82	4.00
83 JB, I:Valkyrie	5.00
84-86 JB	4.00
87 SB, O:Black Panther	4.50
88-91 SB	4.00
92 SB, NA(c)	5.00
93 NA	35.00
94 NA, 52 pages	20.00
95-96 NA	16.00
97 SB/BEv/GK, end of war	7.00
98-99 BS	10.00
100 BS,	22.00
101-106	4.00
107 JS, DC	5.00
108-109	4.00
110-111 DH, X-Men	6.00
112 DH, I:Mantis	5.00
113-119 DH, Silver Surfer	3.00
120 DH/JSn	4.00
121-130	3.00
131-133 SB	2.50
134-135	3.00
136-141	2.50
142-149	2.25
150 GP	2.50
151-160	2.25
161-163 JBy/GP	3.00
164 JBy/GP	5.50
165-166 JBy	5.50
167-170	2.00
171-180	1.50
181 JBy/GP/TA, new Avengers	5.00
182-189	3.00
190 JBy, Daredevil	3.50
191 JBy/GP	3.00
192-199	1.50
200 GP giant I:Ms. Marvel	3.00
201-210	1.00
211 GC, DG, Moon Knight, Dazzler	1.50
212-243	.75
244-246	1.00
247-250	.75
251-258	.65
Annual #1 DH	$14.00
2-3	6.00
4-5 rep	3.00
6 GP	2.50
7 JSn, Warlock	7.50
8 GP	2.00
9 DN	1.50
10 MG, X-Men	2.00
12 BG, Inhumans	1.00
Giant Size #1 RB, rep.	$3.00
2 DC, rep	4.00
3 DC, rep.	2.50
4 DH, rep	4.00
5 rep.	1.50

BEAUTY AND THE BEAST

1 DP	$1.50
2-6 DP	1.00

BLADE RUNNER

1-2 AW movie	$.60

BUCKAROO BANZAI

1-2 movie adaptation	$.75

CAPTAIN AMERICA

100 JK, A:Avengers	$12.00
101 JK, I:4th Sleeper	7.50
102-108 JK	5.00
109 JK, O:retold	7.50
110-111 JSo	10.00
112 JK, GT, album	5.00
113 JSo, Avengers	8.00
114-116	3.50
117 GC/JSt, I:Falcon	5.50
118-120 GC, JSt, A:Falcon	2.50
121-136 GC	2.00
137 GC/BEv, A:Spider-Man	3.50
138 JR, A:Spider-Man	2.00
139-160	1.50
161-171	1.25
172-176 SB	4.00
177-180 SB	1.25
181-192	1.00
193 JK	1.25
194-199 JK	1.00
200 JK	2.00
201-233	1.00
234-235 A:Daredevil	2.00
236-246	.75
247-250 JBy	2.00
251-254 JBy	1.50
255 JBy, 40th anniversary	2.50
256-263	.75
264 MZ X-Men	1.25
265-268 MZ	.75
269 MZ, I:Team America	1.00
270-283	.75
284-299	.65
300 anniversary	3.00
301-307	.65
308 Secret Wars tie-in	.75
Annual #1 rep.	$5.00
2 rep.	4.00
3-4 JK	1.50
5	1.25
6	1.00
Giant-Size #1 rep. origin	$2.00

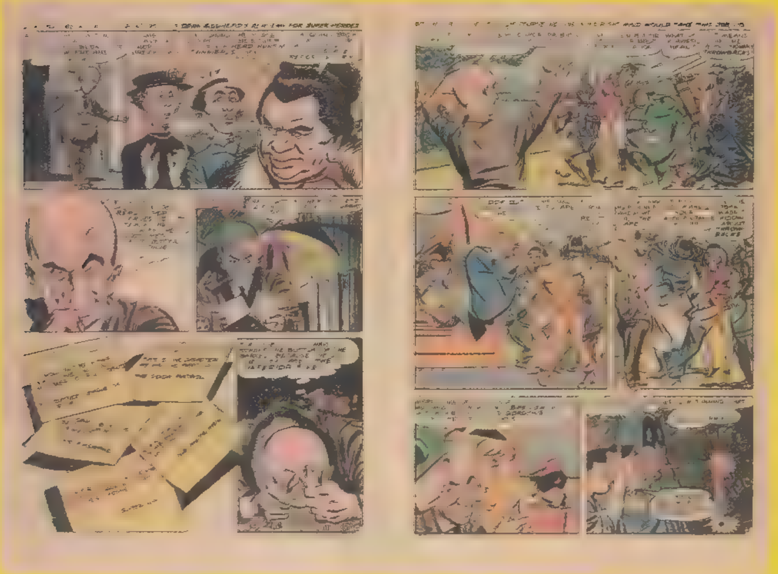
CAPTAIN MARVEL

1 GC	$12.50
2 GC, V:Skrulls	5.00
3-4 GC	4.00
5-10 DH	3.00
11 BS(c),	5.00
12-16	2.00
17 GK/DA, O:Rick Jones retold	3.50
18-21	2.50

(Continued on Page 75)

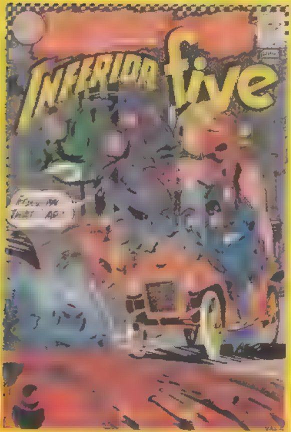
DM

BURIED TREASURE



© 1966 National Periodical Publications Inc

By Clayton Emery



© 1967 National Periodical Publications, Inc

Want weirdness squared? Try the DC brand of X-Men. No, wait, they already have one.

How about a parody of The X-Men? That would be hard to do, wouldn't it? How about DC's answer to the Sons and Daughters of the Justice Society? Crazy T.H.U.N.D.E.R. Agents? OK, OK, never mind. Are there any Woody Allen fans out there?

The Inferior Five was a humor comic (remember those?) from the mid-'60s that starred Merryman (a Woody Allen type as a jester), Awkwardman, White Feather, The Blimp, and Dumb Bunny (right, she was female). Children of "The Freedom Brigade" (The Patriot, Lady Liberty, Capt. Swift, The Bowman, Princess Power, Mr. Might, and The Mermaid, parody versions of other super-heroes), for a dozen issues or so they romped and stomped and spoofed every super-hero on the market, all without drawing blood.

In *Showcase* #65 (November-December 1966), they journeyed to Professor Egghead's Academy of Super-Heroes. Before long, they met (and tripped over) The Basilisk, The Ape, Winter Wonderlad, Icarus, and Levitation Lass. (Fans of *X-Men* of the '60s will quickly get the references to Professor Xavier and his students, Cyclops, The Beast, Iceman, The Angel, and Marvel Girl.)

We even got scientific explanations for their respective origins: "Icarus is very unusual, he's a throwback to the birds." "But people aren't descended from birds." "I know, that's what makes him so unusual." "Uhh, huhh. Tell me, Icarus, how do you get your shirt on over your wings?"

And so it went. I confess I don't understand who the villains were supposed to be, but no *X-Men* fan should be without a copy.

While you're there, pick up *The Inferior Five* #1. (You can pick up both issues for a total of less than $5.) In the first issue of their own title, our heroes ran into U.N.C.L.E. cognates Ceasar Single and Kwitcha Belliakin. "Poor Mr. Belliakin is gun-shy, ever since someone shot off one of his ears." "But he has two ears!" "Now, yes."

The villains were from the group called H.U.R.R.I.C.A.N.E. (obviously derived from The T.H.U.N.D.E.R. Agents): Powerhouse, Missing Fink (No-Man — love it!), Blackbird, Mr. Mental, and Yellow Streak. The cover was false, though, because The I5 did *not* take on the Campfire Girls.

Bridwell and Sekowsky were at their craziest. And what the heck, it's cheap!

PRICES

(Continued from Page 72)

MARVEL (Cont.)

22 24	2.00
25 JSn	12.00
26-27	6 50
28-30 JSn, AM	5.50
31 33	4.50
34 JSn/JAb, Nitro	3.50
35 AA Ant-Man	2 00
36 JSn Watcher	3.00
37 41	1 50
42 48	1.25
49-50	1 50
5, 62	1 00
Giant-Size #1 rep.	$2 50

CAPTAIN MARVEL, LIFE OF

. Baxter rep	$ 2 00

CHAMPIONS

1 DH, I&O	$5.00
2-4	2 00
5 DH, C:Ghost Rider	2.50
6-10	1.50
1, 15 JBy	3.00
.6 BH Dr Doom	1 50
17 GT JBy Sentinels	3.00

CLOAK & DAGGER (Mini-series)

1 TA, I: Del O'Reilly	$2.50
2-4 TA	1 50

CLOAK & DAGGER (Regular series)

1 TA	$ 1 00

CONAN THE BARBARIAN

1 BS, O:Conan A:Kull	$85 00
2 BS Howard story	50.00
3 BS/TS, low distribution	60.00
4 5 BS/TS	30.00
6-11 BS	20.00
12 13 BS	15.00
14 15 BS, A:Elric	20.00
16 BS, TS, rep.	10.00
17 18 GK	9.00
19-22 BS	10.00
23 GK/BS/TS 1 Red Sonja	13.50
24 BS Red Sonja	11.00
25 JB/GK TS, mirrors	7 50
26-27 JB	5.00
28-30 JB, GK/TS	5.50
31 36	3 50
37 TS/NA	6.50
38-40	2 50
4, 43 JB/GK	2.25
44-45	5.00
46-50	2 25
51 57	2.00
58-59	3.00
60-64	2 00
65-66 JB, GK	1 75
67-68 JB, GK, Red Sonja	2.00
69-70	1 75
71-82	1.50
83-93	1.25
94 99 JB	1 00
100 JB TS, D:Belit	3.00
101 114 JB	1 00
115 JB, giant 10th anniv.	2.00
116 JB/NA, rep.	1 50
117 126	1 00
127 154	75
155-173	65
Giant-Size #1 GK/TS/BB, Howard	$7 50
2 GK TS/BS	5.00
3-5	2.00
King Size #1 BS	$10 00
Annual #2 BS, Thoth-Amon	$3 00
3 A Kull	2 00
4-6	1 50

CONAN THE BARBARIAN MOVIE SPECIAL

1 2 JB	$ 60

CONAN THE DESTROYER MOVIE SPECIAL

1	$ 75

CONTEST OF CHAMPIONS

1 JR2 A. Alpha Flight	$3 50
2 3 JR2 A X-Men	$2 50

COYOTE

1 Epic Comics	$2 00
2-12	. 50

DARK CRYSTAL

1 2 movie story	$ .60

DAREDEVIL

1 BEv, O:DD	$200.00
2 JO V:Electro	100 00
3 JO, O:Owl	55.00
4 JO, V:Killgrave	35.00
5 WW V:Masked Matador	30 00
6 WW V:Fellowship Fear	22 00
7 WW . Red Costume	24.00
8 .0 WW	22 00
11 17	10 00
18-19 JR, Gladiator	9.00
20-21 GC, V:Owl	6.00
22 29 GC	5 00
30 GC, A.Thor	4 50
31 40 GC Cobra	4 00
4. GC D:Mike Murdock	3 00
42 49 GC	2 50
50-52 BS	6.00
53 GC, O:DD	6 00
54-61 GC	2 00
62 GC O:Nighthawk	2 50
63-82 GC	. 75
83 BS, V:Mr Hyde	4 00
84 99	. 50
100 GC, anniversary	6 00
.0. 104	1 25
.05 DH JSN, O:Moondragon	4 50
106 DH, A Black Widow	1 25
107 SB A:Capt. Marvel	2 00
108-113	1 25
114 1 Death Stalker	2 00
115-123	. 25
124 GC/KJ, 1:Copperhead	. 50
125 130 KJ	1 25
13. KJ, O:Bullseye	4 00
.32 137	1 00
.38 JBy A:Ghost Rider	4 00
139-149	1 00
150 KJ, 1:Paladin	1 25
151 157	1 00
158 FM, V Deathstalker	40 00
159 FM, V Bullseye	.8.00
160-161 FM, V:Bullseye	.2 00
162 SD	2 00
163-167 FM	9 00
.68 FM, O:I:Elektra	20 00
.69-170 FM, V:Bullseye	9 00
171 173 FM	5 00
.74 175 FM	6 00
176 FM, A Elektra	4 00
177 180 FM	3 50
181 FM, V Bullseye D:Elektra	5 00
182 184 FM, V:Punisher	3.00
185 19. FM	1 50
192 .95 KJ	. 00
196 KJ A:Wolverine	1 50
197 V:Bullseye	1 00
198-220	75
221	65
Giant Size #1	$2 00
Annual #1 GC	$5 00
2 3 rep	2 00
4 Black Panther	1 50

DAZZLER

1 JR2 direct	$2 50
2 JR2 AA, X-Men	2 00
3-14	. 00
15-.6 FS/BSz	1 50
17 FS, Angel	1 00
18 FS, BSz, FF	1 50
19-27	1 00
28-33	75
34 37	65
38 X-Men	75

DEFENDERS

1 SB, Hulk	$17 50
2 SB, Silver Surfer	10.00
3 SB, JM, Silver Surfer	8 00
4-6 SB, FMc	7 00
7 SB, A:Hawkeye	5 00
8-.1 SB, FMc, Avengers	4 00
12 19	3 00
20 SB Thing	3 50
21 23 SB	2 00
24 25 Daredevil	2 25
26-31	2 00
32 SB JM, O:Nighthawk	2 50
33-36	2 00
37-4. SB/KJ	1 75
42-46 KG/KJ	4 00
47 KG/KJ, Moon Knight	4 50
48 50 KG	4 00
51 KG, Moon Knight	4 50
52 KG, Hulk V:Sub-Mariner	2 50
53-54	1 50
55-70	1 25
71 89	1 00
90-91 DP/JSt Daredevil	1 25
92 98 DP, JSt	1 00
99 DP JSt conflict	1 25
100 DP, JSt giant	1 50
101 DP JSt, Silver Surfer	1 25
102 .05 DP JSt	1 00
106 DP Daredevil	1 25
107 DP JSt, Enchantress	. 00
108-127	75
128 129	1 00
130 133	75
134 146	65
Giant-Size #1 JSn, O:Hulk	$3 00
2 GK/KJ, Son of Satan	2 00
3-4	4 00
5 DH, Guardians	2 00
Annual #1	$2 00

DR STRANGE (1st series)

169 DA, O:Dr Strange	$5.00
170-183	2 50

DOCTOR STRANGE (2nd series)

1 DG/FB	$7 50
2 DG/FB, A.Defenders	5.00
3 FB DG, A.Dormammu	3 50
4-5 DG, FB	4 00
6-13 GC	2 00
14-18 GC	1 50
19 GC, AA, I:Xander	2 00
20 24	1 50
25-26	2 00
27 47	1 00
48 A Brother Voodoo	1 50
49-50 A Baron Mordo	1 25
51 52	75
53	1 00
54 PS	1 25
55 PS	1 00
56 PS	75
57 KN A Dr Doom	60
58 DGr/TN, V:Dracula	60
59-61 DGr	60
62 72	60

DR STRANGE CLASSICS

. SD rep	1 50

DOCTOR WHO

1 BBC TV series	$2.00
2-11	1 50

DRAGONSLAYER

1 2 movie story	$ 75

DREADSTAR

1 JSn, Epic Comics	$5 00
2 JSn, Willow	3 00
3 JSn, Lord Papal	2 50
4-5 JSn	2.25
6-15 JSn	2 00
16-19 JSn	1 50
Annual #1 JSn,	3.00

DREADSTAR & COMPANY

1 2 reprints	$ 75

ELEKTRA SAGA

1-4 FM rep. Daredevil	$2 00

ELFQUEST

1 Wendy Pini	$ 75

FALCON

1 mini-series	1.25
2 4	75

FANTASTIC FOUR

. JK . & O FF	$1100 00
2 JK 1 Skrulls	450 00
3 JK 1 Miracle Man	350 00
4 JK R:Sub-Mariner	250.00
5 JK 1 Doctor Doom	200 00
6-10 JK	100 00
11 12 JK	90 00
13 15 JK	70.00
16 20 JK	50.00
21 30 JK	28.00
3. 33 JK	.5.00
34 JK	.2 00
35-36 JK	15 00
37 40 JK	12 00
4. 43 JK, V Frightful Four	10.00
44 JK, 1 Gorgon	12.00
45-46 JK	15 00
47 JK, V:Maximus	10.00
48 JK, 1 Silver Surfer	32 00
49-50 JK, V:Galactus, Surfer	15 00
51 53 JK	8.00
54 JK A Black Panther	7 00
55 JK, A.Silver Surfer	8.00
56 JK V:Klaw	7 00
57-61 JK	8.00
62 JK 1:Blastaar	6 00
63-65 JK	5 00
66 JK, 1 Him, A.Crystal	[illegible].00
67 JK, A:Him	7 00
68-71 JK, V:Mad Thinker	[illegible] 00
72 77 JK	6.00
78-83	4 00
84 90 JK	3.00
91 JK, 1 Torgo	4 00
92-93 JK, A Torgo	3 00
94 JK 1 Agatha Harkness	4 00
95-98 JK	3.00
99 JK A:Inhumans	4 00
100 JK anniversary	12 00
101 104	4 00
105-111	2 50
112 JB, Thing vs. Hulk	9.00
113 JB 1 Overmind	4 00
114 JB V:Overmind	2 50
115 JB, 1 Eternals	3 00
116 JB, O:Stranger	5.00
117 JB, V:Diablo	2 50
118 JB, A:Crystal	3 50
119-120 JB, V:Klaw	2.50
121 123 JB	5.00
124 128 JB	2 50
129 JB, 1 Thundra	3.00
130 133 JB	2 50
134-141 JB	2 00
142 149	1 75
150 RB, W:Crystal & Quicksilver	4 00
151 154	1 75
155-.57 RB, A.Surfer	4 00
158-.59 RB	1 75
.60-165	1 50
166-167 GP V:Hulk	2 00
168-176	1 50
177 190	1 25
191 199	1 00
200 KP V:Dr Doom	3.00
201 202 KP	1 00
203 KP	. 50
204-207	1 00
208 SB, A:Nova	4.00
209 JBy 1 Herbie	3 50
210-216 JBy	3 00
2.7 JBy A:Dazzler	5.00
218-221	3.00
222 231 BS	1 00
232 JBy, 1 new direction	5 00
233 235 JBy	2 00
236 JBy V:Dr Doom	3.00
237 JBy	2 00
238-239 JBy	1 75
240 JBy . Luna	2 00
241 JBy A:Black Panther	1 75
242 JBy A:Daredevil	2 00
243-245 JBy	1 50
246-249 JBy	1 00
250 JBy A:Captain America	2 50
251 JBy Negative Zone	. 00
252 JBy new format	1 25
253-259 JBy	. 00
260 JBy Silver Surfer, Dr Doom	1 75
261 264 JBy	. 00
265-281 JBy	75
Giant-Size #1 RB Thing/Hulk	$3.50
2-4	2 00
Annual Special #1 O:FF	$40 00
2 O:Dr Doom	25 00
3 W:Sue & Reed	12.00
4 I:Quasimodo	7.50
5 Inhumans	6.00
6-7	4.00
8-10 rep.	3.00
11 12 Invaders	2.00
13-14	1.50
15 GP Skrulls	1 00
16-17 JBy	1.50
18 Kree-Skrull War	1.00

FANTASTIC FOUR ROAST

1 FH/MG FM JB/MA/TA	$2 00

FANTASY MASTERPIECES

1 JK/DH/SD	$4 00
2 JK/SD/DH, Fin Fang Foom	2.50
3-6	1 75
7 11	1 50

FANTASY MASTERPIECES (Volume 2)

1 Silver Surfer rep.	$2.00
2 14	1.00

FOR YOUR EYES ONLY

1 James Bond movie	$1 00
2	75

G.I. JOE

1 HT/BMc Baxter paper	$.0 00
2 DP JAb North Pole	17 50
3 HT, JAb Trojan robot	8.00
4 HT JAb Wingfield	7 50
5 DP Central Park	7 00
6-8 HT	.0.00
9-10	7 50
11 Alaska pipeline	6.00
12-16	5.00
17 18	3.50
19 D:Gen Flagg, Kwinn	3.50
20-25	3.00
26 O:Snake Eyes	3.50
27 FS	1 50
28-32	1 25
33-35	1 00

G.I. JOE YEARBOOK

1 biographies	$2 00

GARGOYLE

1-4 mini-series	$ 75

GENERIC COMIC

1	$1 00

GHOST RIDER

1 GK, I:Son of Satan	$8.00
2-4	4.00
5-10	3.50
11 GK/KJ, SB, A:Hulk	4.00
12 19	2 00
20 GK/KJ, JBy A:Daredevil	6.00
21 34	1 50
35-36	1 75
37-49	1 00
50 DP A Night Rider	1.50
51 80	75
81 D:Ghost Rider	1.25

GROO THE WANDERER

1 Epic	$ 2 00
2-6	1 00

HAWKEYE

1 mini-series	$1 50
2 4	1 00

HERCULES PRINCE OF POWER

1 BL mini-series	$2 00
2-4 BL	1 00

(2nd series)

. BL mini-series	1 00
2-4	75

HERO FOR HIRE

1 GT JR, O:Power Man	$4 00
2 16	1 50

HOWARD THE DUCK

1 FB A Spider-Man	$5 00
2 FB	2 00
3-5	1 50
6-21	1 00
22 31	75
Annual 1	1 00

HULK

. JK, I:Hulk	600.00
2 JK/SD, O:retold	225 00
3 JK, O:retold	150.00
4 JK	100 00
5-6	90.00
102 O:retold	13 00
103 I:Space Parasite	7 50
104-105	6.00
106-110 HT	5.00
111 .14 HT/DA	3 50
115-121	3.00
122 HT A.Thing	6.00
123-130	3 00
131 HT Iron Man	4 00
132 HT/JSe V:Hydra	2 00
133-139	2 50
140 141	3 50
.42 144	2 00
145 HT/JSe, O:retold	3 50
146-149 HT JSe	2 00
150 HT, JSe, I:Viking	4 00
151 160	2 00
161 HT V:Beast	4 00
162 HT 1:Wendigo	4 50
163-171 HT	2 00
172 HT X-Men	4.00
173 HT V:Cobalt Man	1 50
174-175 HT	2 50
176-178 HT	4 00
179 HT, Missing Link	1 50
180 HT 1:Wolverine	.0 00
181 HT A:Wolverine	20.00
.82 HT, 1:Crackajack	6 00
183-199	1 50
200 SB JSt	4 00
201 203 SB/JSt	1 50
204 HT JSt 1:Kronus	2 00
205 211	. 50
212 213	. 75
214 SB, Jack of Hearts	2 50
215-221	1 25
222 JSn, AA	2 00
223-226	1 25
227 SB, KJ, Doc Samson	1 50
228-23.	1 25
232 249 SB	. 00
250 SB Silver Surfer	2 50
251 258	. 00
259-272 SB	75
273 SB, Alpha Flight	2 00
274 299 SB	75
300 SB A.Spider-Man	. 25
301 310 SB	65
Annual, Special #1	$7 50
2 rep.	4 00
3 rep.	3 00
4 5	2 00
6 HT Dr Strange	. 75
7 JBy/BL, Spider-Man	5 00
8 Alpha Flight	5 00
9-11	. 50
12 13	1 00
Giant Size #1 rep.	$2 50

ICEMAN

1-4 mini series	75

INDIANA JONES

. JBy TA	$. 50
2 JBy TA	1 00
3 13	75
14 24	60
25-30 SD	65

INDIANA JONES: TEMPLE OF DOOM

1 3 movie adapt	$ 75

INHUMANS

1 GP V:Blastaar	$3 00
2-6	1 50
7 12	1 00

IRON FIST

1 JBy	$10 00
2 5 JBy	6.00
6 14 JBy	5.00
15 JBy A:Wolverine	20 00

IRON MAN

1 JCr/GC	$45.00
2 JCr I:Demolisher	15.00
3 JCr	10 00
4-5 JCr	9.00
6-10 JCr/GT	5.00
11-20	4 00
21 30	3.00
31-42	2 50
43 GT/JM, A Midas	4.00
44-46 GT	2.50
47 BS JM, O:retold	8.00
48-52 GT	2.50
53-54	6.00
55 JSn, I:Destroyer	7.50
56 JSn, I:Fangor	6.00
57-67	2.50
68 GT O:retold	3 50
69-71 GT	2 00
72 GT/NA, comic con	3.00
73-87	2.00
88-90	3.00
91-99	1.50
.00 GT/JSn(c) Mandarin	4.00
101 116	2.50
117 BL/JR2	3.00
118 JBy/BL	4 00
119 BL/JR2 alcoholism	3.00
120-127	2 50
128 BL/JR2 alcoholism	4.00
129-150	1.50
151 158	1 00
159 PS, Diablo	2 00
160 SD, Serpent Squad	1.00
161 Moon Knight	1 25
.62-166	1.00
.67 LMc, alcoholism	1.25
.68 LMc, Machine Man	1.[illegible]
.69-.72 LMc, new Iron Man	2 [illegible]
173-185 LMc	1.[illegible]
186-190	75
191 LMc old Iron Man	1 00
192 196	75
Annual #1 rep.	$4 00
2 rep	3 00
3-5	1 50
6	1 00
7 LMc West Coast Avengers	1 50
Giant-Size #1 rep.	$2 00

JACK OF HEARTS

1 mini-series	1 50
2 4	1 00

JOURNEY INTO MYSTERY

83 JK SD, O:I:Thor	$450 00
84 JK/SD/DH, I:Executioner	.20 00
85 JK/SD, 1:Loki	90.00
86 JK/SD/DH, 1:Odin	50 00
87 89 JK, SD	40 00
90 SD, 1:Carbon-Copy	35 00
91 JSt/SD, 1 Sandu	28 00
92 JSt/SD, Loki	25.00
93 JK/SD, 1:Radioactive Man	28.00
94 JSt/SD, Loki	25.00
95 JSt, SD, 1:Duplicator	28.00
96 JSt, SD, Merlin	25.00
97 99 JK	28 00
100 JK	25 00

MARVEL (Cont.)

101 JK, Iron Man Giant Man	12 00
102 103 JK	15.00
104 JK. giants	12 00
105 JK. Hyde Cobra	14 00
106 JK O Balder	16 00
107 JK. I:Grey Gargoyle	18.00
108 JK. Dr Strange	12 00
109 JK Magneto	16.00
110 JK Hyde-Cobra-Loki	12 00
111 JK Hyde-Cobra-Loki	6.00
112 JK O-Loki	12 00
113 JK. Grey Gargoyle	6.00
114 JK 1 Absorbing Man	8 00
115 JK, O-Loki	10.00
116 JK. Loki. C Daredevil	7 00
117 JK. Loki	6.00
118 JK. 1st Destroyer	7 00
119-125 JK	6.00
King-Size Annual #1 JK I:Hercules	14.00

KA-ZAR
(1st series)

1 O Savage Land	$3 00
2 5 DH	2 00
6-10 JB	1 50
11 20	1 00

(2nd series)

1 BA. O	$1 50
2 9 BA	1 00
10 BA direct distribution	2.50
11 BA GK, Zabu	1 50
12 BA panel missing	1 50
12a rep.	2 00
13 BA	1.50
14-19	1 00
20-34	75

KING CONAN

1 JB wife & son	$2 50
2 3 JB	1 50
4 6	1 00
8 BS	2 00
9 20	1 00
21 now Conan the King	1.00
22 25	1 00
26-30	1 25

KITTY PRYDE & WOLVERINE

1 AM mini series	$2 00
2-6 AM	1.00

KULL
(1st series)

1 WW RA, O:Kull	$7.00
2 3 JSe	6.00
4-5 JSe	3.00
6-10	2 00
11 13	1.50
14 JSn, MP	1.75
15 SD/MP rep.	1.50
16	1 00
17 20 AA	75
21-29	.60

(2nd series, Baxter paper)

1 JB. Brule	$2 00
2 Misareena	1 50

(3rd series)

1 JB Iraina	$1 50
2 JB	1 25
3-4 JB	1 00
5-10	65

LAST STARFIGHTER, THE

1 3 movie adaptation	$ 75

LIFE OF POPE JOHN-PAUL II

1 JSt	$1 50

MACHINE MAN

1	$2 00
2	$1 00
3-5	75
6-17	60
18 A.Alpha Flight	5 00

MACHINE MAN (Mini-series)

1 HT/BS	$2 50
2 4 HT BS	1 50

MAGIK

1 2 Illyana & Storm	$2 50
3-4	1.50

MAN-THING

1 FB JM, A:Howard the Duck	$6 00
2 5	2 50
6 MP	3 00
7 11 MP	2 00
12 15	1 00
22 JM C:Howard the Duck	1 50
Giant Size #1 rep SD JK	$2 00
2-3	1 50
4 FB, 1 Howard the Duck solo	7.00
5 FB. Howard the Duck	5 00

MARVEL & DC PRESENT

1 WS. TA, X-Men & Titans	$3 00

MARVEL FANFARE

1 MG/TA, Spider-Man/Daredevil	$12 50
2 MG S.M./Ka-Zar/FF	12.00
3 DC, X Men	6 00
4 PS. TA. MG X-Men	5 50
5 MR. Dr Strange/CA	4 00
6 Spider-Man/Dr Strange	3 00
7 Hulk/DD	2 50
8 CI, TA/GK/CR, Dr Strange	2 00
9 Man Thing	2 00
10-13 GP Black Widow	2 00
14 Vision, FF	2 00
15 BS. Thing	2 50
16-17 Skywolf	2 00
18 FM Capt America	2 00
19 Cloak & Dagger	1 50
20-21 JSn. Thing & Hulk	1 50

MARVEL FEATURE
(1st series)

1 NA c) O:Defenders	$10.00
2 BEv Sub-Mariner rep	6 00
3 BEv Defenders	5.00
4 Ant-Man	3.00
5-6 Ant-Man	2 00
7 10 CR, Ant-Man	3 00
11 12 Thing	2 50

(2nd series)

1 NA Red Sonja	$2.00
2 7 Red Sonja	1 00

MARVEL GRAPHIC NOVEL

1 JSn. Death of Captain Marvel	$20 00
1a 2nd Printing	10 00
1b 3rd Printing	7 00
2 Elric The Dreaming City	10 00
3 JSn. Dreadstar 1stprinting	9 00
4 BMc New Mutants	11 00
5 BA X-Men God Loves Man Kills	10 00
6 WS The Star Slammers	7 00
7 CR Killraven	7 00
8 JBy AG Super Boxers	7 00
9 DC Futurians	7.00
10 Heartburst	6.00
11 VM. Void Indigo	6.00
12 Dazzler The Movie	6.00
13 MK. Starstruck	7 00
14 Swords of Swashbucklers	6.00
15 Raven Banner	6.00

Reprints at cover price after #1

MARVEL PREMIERE

1 GK O-Warlock	$8.00
2 JK Yellow Claw	5 00
3 BS. Dr Strange	9.00
4 FB BS. Dr Strange	4 00
5 MP CR Dr Strange	3 00
6 MP FB. Dr Strange	4 00
7 MP CR, Dr Strange	3 00
8 JSn, Dr Strange	4 00
9 FB. Dr Strange	3.50
10 14 NA/FB. Dr Strange	3.50
15 GK O:Iron Fist	5 00
16-22 Iron Fist	2 00
23-24 PB Iron Fist	2 25
25 JBy Iron Fist ends	6.00
26 JK Hercules	1 00
27 Satana	1 00
28 Legion of Monsters	1 00
29 JK O-Red Raven	1.25
30 JK Liberty Legion	1 25
31 JK, 1 Wood-God	1.00
32 33 HC. Monark	1 00
34 HC. Solomon Kane	1.00
35-37 3-D Man	1 00
38 AN MP Weirdworld	3.00
39-40 Torpedo	1.25
41 Seeker 3000	1.00
42 Tigra	1 00
43 I Paladin	1.00
44 KG. Jack of Hearts	2 00
45 Man Wolf	1.00
46 GP War God	1.00
47 JBy O-new Ant-Man	2.50
48 JBy Ant-Man	2.00
49 Falcon	75
50 Alice Cooper	75
51 53 Black Panther	75
54 GD Caleb Hammer	75
55 Wonder Man	75
56 TA, HC, Dominic Fortune	75
57 WS. Doctor Who	2 50
58 TA, FM, Doctor Who	2 50
59 Doctor Who	1 50
60 WS. Doctor Who	2.00
61 TS. Star Lord	1.50

MARVEL SPOTLIGHT

1 WW, NA, O:Red Wolf	$4.00
2 4 Werewolf	3.00
5 SD. MP O-Ghost Rider	7 50
6-8 Ghost Rider	3.50
9-11 Ghost Rider	2.00
12 SD. O.Son of Satan	1 50
13 20 Son of Satan	1.00
21 24 Son of Satan	75
25 Sinbad	75
26 Scarecrow	75
27 Sub-Mariner	75
28 Moon Knight	7 50
29 JK. Moon Knight	6.00
30 JB. Warriors 3	75
31 HC/JSn. A:Nick Fury	75
32 Spider Woman	3.50
33 Deathlok	75

(2nd series)

1 PB. Capt Marvel	$1 00
2 TA, FM(c), Capt Marvel	1 50
3-4 PB. Capt Marvel	75
5 FM(c) SD, Dragon Lord	75
6-7 Star Lord	75
8 TA. FM Capt Marvel	2 00
9-11 SD Capt Universe	75

MARVEL TAILS

1 1:Peter Porker	75

MARVEL TALES

1 rep O Spider Man	$30 00
2 rep O X-Men	15 00
3 rep I Torch	6 00
4-6 rep	4 00
7 12 rep:	3 00
13 rep:Marvel Boy	3 50
14 15 rep	2 50
16-76 rep	1 00
77 79 rep	1.50
80-97 rep	1.00
98 rep D-Gwen Stacy	1 00
99 rep D-Green Goblin	2.00
100 TA/SD/GK/MN	1 50
101 136 rep:	75
137 138 rep	1 00
139-175 rep.	.60

MARVEL TEAM-UP

1 3 RA. SpM & Torch	$20 00
4 GK. SpM & X-Men	9 00
5 GK. SpM & Vision	6 00
6 GK, SpM & Thing	5 00
7 RA. SpM & Thor	5 00
8 SpM & Cat	5 00
9 RA. SpM & Iron Man	5 00
10 SpM & Torch	5.00
11 SpM & Inhumans	3.00
12 RA, DP SpM & Werewolf	3.00
13 GK SpM & Capt. America	3.00
14 GK SpM & Sub-Mariner	3.00
15 RA. DP SpM & Ghost Rider	3.00
16 GK SpM & Captain Marvel	3 00
17 GK SpM & Mr Fantastic	3 00
18 GK Torch & Hulk	3 00
19 GK SpM & Ka-Zar	3 00
20 SB. SpM & Black Panther	3 00
21 SB. SpM & Dr Strange	2 50
22 SB. SpM & Hawkeye	2.50
23 Torch & Iceman. A X-Men	2 50
24 SpM & Brother Voodoo	2 50
25 SpM & Daredevil	2 50
26 Human Torch & Thor	2.50
27 SpM & Hulk	2.50
28 SpM & Hercules	2.50
29 Human Torch & Iron Man	2 50
30 SpM & Falcon	2.50
31 SpM & Iron Fist	1 75
32 Torch & Son of Satan, A.Thing	1 75
33 SB. SpM & Nighthawk	1 75
34 SB SpM & Valkyrie	1 75
35 SB. Human Torch & Dr Strange	1 75
36 SB. SpM & Frankenstein	1 75
37 SB. SpM & Man-Wolf	1 75
38 SB SpM & Beast	1 75
39 SB, SpM & Human Torch	1 75
40 SB, SpM & Sons of the Tiger	1 75
41 SB, SpM & Scarlet Witch	1.50
42 SB, SpM & Scarlet Witch & Vision	1 50
43 SB, SpM & Dr Doom	1.50
44 SB. SpM & Moon Dragon	1 50
45 SB. SpM & Killraven	1 50
46 SB. SpM & Deathlok	1 50
47 SpM & Thing	1,50
48 SB SpM & Iron Man	1 50
49 SB. SpM & Iron Man	1.50
50 SB SpM/Dr Strange	1 50
51 SB. SpM/Iron Man.	1.25
52 SB. SpM & Capt. America	1.25
53 JBy SpM & Hulk A.X-Men	12.00
54 JBy SpM & Hulk A Woodgod	4.00
55 JBy SpM & Warlock	4.00
56 SB. SpM & Daredevil	1.25
57 SB. SpM & Black Widow	1 25
58 SB. SpM & Ghost Rider	1.25
59 JBy SpM & Yellowjacket & Wasp	3.50
60 JBy SpM/Wasp, A.Yellowjacket	3 50
61 JBy SpM & Torch, A:Ms. Marvel	3.50
62 JBy SpM & Ms Marvel	3.50
63 JBy SpM & Iron Fist	3.50
64 JBy SpM Daughters of Dragon	3.50
65-66 JBy, SpM, Capt Britain	3.50
67 JBy SpM & Tigra	3 50
68 JBy SpM & Man-Thing	3.50
69 JBy SpM & Havok, A:Polaris	3.50
70 JBy SpM/Thor A:Havok, Polaris	3.50
71 SpM & Falcon	1 25
72 SpM & Iron Man	1 25
73 SpM & Daredevil	1 25
74 BH. SpM Not Ready for Prime Time Players	1 50
75 JBy SpM & Power Man	3.00
76 SpM & Dr Strange	1.25
77 HC. SpM & Ms. Marvel	1 25
78 DP SpM & Wonder Man	1 25
79 JBy, TA, SpM & Red Sonja	3.00
80 SpM, Dr Strange & Clea	1 25
81 SpM & Satana	1 50
82 SB. SpM & Black Widow	1 25
83 SB. SpM & Nick Fury	1 25
84 SB. SpM & Master of Kung Fu	1.25
85 SB. SpM, Shang Chi	1 25
86 BMc SpM Guardians of Galaxy	1.25
87 GC. SpM & Black Panther	1 25
88 SB. SpM & Invisible Girl	1 25
89 RB SpM & Nightcrawler	2 50
90 BMc SpM & Beast	1 25
91 SpM & Ghost Rider	1.00
92 CI SpM & Hawkeye	1 25
93 CI, SpM & Werewolf	1 00
94 MZ SpM & Shroud	1 00
95 SpM & Mockingbird	1.00
96 SpM & Howard the Duck	1 00
97 Hulk & Spider Woman	1 00
98 SpM & Black Widow	1 00
99 SpM & Machine Man	1.00
100 FM, JBy SpM & FF I Karma	4 00
101 SpM & Nighthawk	1.00
102 SpM & Doc Samson	1 25
103 SpM & Ant-Man	75
104 Hulk & Ka Zar	75
105 Power Man & Iron Fist & Hulk	75
106 HT SpM & Capt America	75
107 HT SpM & She-Hulk	75
108 HT SpM & Paladin	75
109 HT SpM & Dazzler	1.25
110 HT SpM & Iron Man	75
111 HT SpM & Devil-Slayer	75
112 HT SpM & King Kull	75
113 HT SpM & Quasar	75
114 HT, SpM & Falcon	1 00
115 HT SpM & Thor	1.00
116 HT SpM & Valkyrie	75
117 HT SpM & Wolverine	2 00
118 HT SpM & Professor X	1.25
119 KGa SpM & Gargoyle	1 00
120 KGa SpM & Dominic Fortune	75
121 KGa SpM Human Torch	75
122 123 Man-Thing & Daredevil	75
124 KGa SpM & Beast	75
125 KGa SpM & Tigra	75
126 BH. SpM & Hulk	75
127 KGa SpM & Watcher	75
128-133	75
134 Jack of Hearts	1 00
135 Kitty Pryde	1 00
136 Wonder Man	75
137 Aunt May & Franklin Richards	75
138-140 Sandman. Nick Fury	75
141 SpM new costume	2 00
142 SpM, Captain Marvel	1.00
143 SpM, Starfox	75
144 SpM, Moon Knight	75
145 SpM & Iron Man	75
146 SpM	75
147 SpM, Human Torch	75
148-149	75
150 SpM & X-Men	1.50
Annual #1 A New X-Men	$10 00
2 A.Spm Hulk	2 00
3 A Hulk Power Man	1.50
4 A Daredevil Moon Knight	2 50
5 A.SpM/Thing, Scarlet Witch	1 50
6 A.New Mutants/Cloak & Dagger	3 00
7 A. Alpha Flight	1 50

MARVEL TREASURY EDITION

1 SD. SpM	$4 50
2 JK FF Silver Surfer	5 00
3 Thor	3 00
4 BS. Conan	4 00
5 O-Hulk	5 00
6 SD Dr Strange	5 00
7 JK Avengers	4 00
8 Xmas	4 00
9 Super-Hero Team-up	3 00
10 Thor	3 00
11 FF	3 00
12 Howard the Duck	3 00
13 Xmas	3 00
14 SpM	3 00
15 BS. Conan. Red Sonja	4 00
16 Defenders	2 50
17 Hulk	2 50
18 SpM, X-Men	3 00
19 Conan	4 00
20 Hulk	2 00
21 FF	2 00
22 SpM	2 00
23 Conan	2 50
24 Hulk	2 00
25 SpM Hulk	2 00
26 Hulk Wolverine & Hercules	2 50
27 Hulk, SpM	2 50
28 SpM Superman	2 00

MARVEL TWO-IN-ONE

1 Thg & Man-Thing	$9 00
2 Thg & Sub-Mariner	4 00
3 Thg & Daredevil A:Black Widow	4 00
4 Thg & Capt America	4.00
5 Thg & Guardians of Galaxy	4.00
6 Thg & Dr Strange	4 00
7 Thg & Valkyrie, A:Dr Strange	3.00
8 Thg & Ghost Rider	3.00
9 Thing & Thor	3.00
10 KJ, Thg & Black Widow	3 00
11 Thg & Golem	2 50
12 Thg & Iron Man	2 50
13 Thg & Power Man	2 50
14 Thg & Son of Satan	2 50
15 Thg & Morbius	2 50
16 Thg & Ka-Zar	2 50
17 18 Thg & SpM	2 50
19 Thg & Tigra	2 50
20 Thg & Liberty Legion	2 50
21 Thg & Doc Savage A.Torch	1.50
22 Thg & Thor & Torch	1 50
23 Thg & Thor & Torch	1 50
24 SB. Thg & Black Goliath	1.50
25 Thg & Iron Fist	1 50
26 Thg & Nick Fury	1 50
27 Thg & Deathlok	2 50
28 Thg & Sub-Mariner	1.50
29 Thg & Shang-Chi	1.50
30 JB, Thg & Spider Woman	1 50
31 Thg & Spider Woman	1 50
32 Thg & Invisible Girl	1 50
33 Thg & Mordred	1 50
34 Thg & Nighthawk	1 25
35 Thg & Skull the Slayer	1.25
36 Thg & Mr Fantastic	1 25
37 Thg & Matt Murdock	1 25
38 Thg & Daredevil	1 25
39 Thg & Vision, A.Daredevil	1 25
40 Thg & Black Panther	1 25
41 Thg & Brother Voodoo	1 25
42 Thg & Capt America	1 25
43 JBy Thg & Man-Thing	3.50
44 GD Thg & Hercules	1 00
45 GD Thg & Capt Marvel	1.00
46 Thg & Hulk	1 00
47 GD Thg & Yancy Street Gang	1 00
48 Thg & Jack of Hearts	1 25
49 GD Thg & Dr Strange	1 00
50 JBy, JS, Thg & Thg	4 00
51 FM/BMc, Thg & Beast	5 00
52 Thg & Moon Knight	2 50
53 JBy JS, Thg & Quasar	3 00
54 JBy JS, Thg & Deathlok	3 00
55 JBy JS, Thg & Giant Man	3 00
56 GP GD, Thg & Thundar	1 00
57 GP/GD. Thg & Wundarr	1 00
58 GP GD. Thg & Aquarian	1 00
59 Thg & Torch	75
60 GP GD. Thg & Impossible Man	1 00
61 GD Thg & Starhawk	1 25
62 GD Thg & Moondragon	1 25
63 GD Thg & Warlock	1.25
64 GP GD. Thg & Stingray	1.00
65 GP GD. Thg & Triton	1.00
66 GD Thg & Scarlet Witch	75
67 Thg & Hyperion	75
68 Thg & Angel	75
69 GD Thg & Guardians of Galaxy	75
70 Thg & Inhumans	75
71 Thg & Mr Fantastic	75
72 Thg & Stingray	75
73 Thg & Quasar	75
74 Thg & Puppet Master	75
75 Thg & Avengers	1 00
76 Thg & Iceman	75
77 Thg & Man-Thing	75
78 Thg & Wonder Man	75
79 Thg & Blue Diamond	75
80 Thg & Ghost Rider	75
81 Thg & Sub-Mariner	75
82 Thg & Capt America	75
83 Thg & Sasquatch	3 00
84 Thg & Alpha Flight	3 00
85 Thg & Giant-Man	75
86 Thg & Sandman	75
87 Thg & Ant-Man	60
88 Thg & She-Hulk	60
89 Thg & Torch	60
90 Thg & Spider-Man	60
91 Thg & Ghost Rider	60
92 Thg & Jocasta	60
93 D:Jocasta	75
94 Thg & Power Man	60
95 Thg & Living Mummy	60
96	60
97 Thg & Iron Man	60
98-99	75
100 Thg & Ben Grimm, JBy script	1.50

MARVEL UNIVERSE

1 Abomination-Avengers' Quinjet	$6 00
2 Baron Mordo-Collective Man	4 00
3 Collector Dracula	4 00
4 Dragon Man-Gypsy Moth	3 00
5 Hangman-Juggernaut	3 00
6 K L	2 50
7 Mandarin-Mystique	2 50
8 Namorita-Pyro	2 50
9 Quasar to She-Hulk	2 50
10 Shiar Sub-Mariner	2 50
11 Subterraneans-Ursa Major	2 50
12 V-Z	2 50
13-14 Book of Dead	2 00
15 Weaponry	2 00

MASTER OF KUNG FU

17 JSn, 1Bl. Jack Tarr	$4 00
18 20 PG	3 00
21	2 00
22 PG	3 00
23	2 00
24 JSn WS	2 50
25 PG	3 00
26 28	2 00
29-31 PG	3 00
32	2 00
33 35 PG	2 50
36-37	1 00
38 40 PG	1 50
41	1 00
42 51 PG	1 50
52 60	1 00
61 90	75
91 GD	1.00
92 99 GD	75
100 GD. double size	1 50
101 GD	75
102 GD, 1 Day pencils	1 25
103 GD	1 00
104 105	1 25
106 GD. C.Velcro	1 50
107 GD, A.Sala	1 00
108-110 GD	1 25
111 GD	1 50
112 113 GD	1 00
114	75
115-116 GD	1 25
117 GD	75
118 GD. double size	1 25
119 GD.	1 00
120 GD	1.25
121 123	75
Giant-Size #1 CR/PG	$3 00
2 3	2 00
4 JK Yellow Claw	1 00

MICRONAUTS (1st Series)

1 MG O:	$6 00
2 5 MG	3 00
6 12 MG	2 50
13-20	2 00
21 25	1 50
26-30 PB	1.25
31 34 PB Dr Strange	1.00
35-36	2 00
37 38	3 00
39-40	1.75
41 47	1.00
48 BG, 1st Guice	$2 00
49-59	1.00
Annual #1 SD	$2 00
2 SD	1 50

MARVEL (Cont.)

MICRONAUTS (2nd Series)

1 Makers	$1.00
2-11	.65

MICRONAUTS SPECIAL EDITION

1-5	$2.00

MOON KNIGHT (1st Series)

1 BSz O:Moon Knight	$4.50
2-7 BSz	2.00
8 BSz V:Moon Kings	2.25
9-10 BSz V:Midnight Man	1.50
11 BSz V:Creed	2.25
12-14 BSz	1.25
15 FM (c) BSz, 1st direc.	3.50
16 V:Blacksmith	2.00
17 BSz, V:Master Sniper	1.50
18 BSz, V:Slayers Elite	2.00
19-20 BSz V:Arsenal	1.50
21-24	1.25
25 BSz V:Black Specter	2.00
26-34	1.00
35 KN, X-Men	1.75
36-40	1.00

MOON KNIGHT (2nd Series)

1	$1.50
2	.75

MOON KNIGHT SPECIAL EDITION

1-3 BSz reprints	$2.00

MOONSHADOW

1-2	$1.50

MOTHER TERESA

1	$1.25

MUPPETS TAKE MANHATTAN

1-3 movie adaptation	$.60

NEW MUTANTS, THE

1 BMc	$3.50
2 BMc V:Sentinels	2.50
3 BMc V:Brood	2.00
4-5	1.50
6-10	1.25
11-14	1.00
15 SB, X-Men	1.25
16-17	1.00
18 BSz Moonstar I	1.75
19-21 BSz	1.50
22-24 BSz	1.25
25-30 BSz	1.00
Annual #1 BMc	2.00

OBNOXIO THE CLOWN

1 X-Men	$1.00

OFFICIAL MARVEL INDEX TO THE AMAZING SPIDER-MAN

1 index to #1-29	$1.50
2 index to #30-58	1.25
3 index to #59-84	1.25
4 index to #85-113	1.25
5 index to #114-137	1.25

PETER PARKER

1 SB, Tarantula	$4.00
2 SB, Kraven	3.00
3-4 SB	2.00
6-10	1.50
11-16 SB	1.25
17-18 Angel/Iceman	2.00
19-21	1.25
22-23	3.00
24-26	1.00
27 DC, FM, 1 Miller DD	20.00
28 FM, DD	15.00
29-42	1.00
43-44	1.50
45 Vulture	1.00
46 FM(c), Cobra	1.50
47-49 Prowler	1.00
50 JR2, JM, Smuggler	2.00
51-52 FM(c)	1.25
53 JM, FS, Terrible Tinker	1.00
54-56	1.25
57	1.00
58 JBy	2.50
59 JM	1.00
60 JM/FM(c) giant, O:retold	1.25
61-63	.75
64 I: Cloak & Dagger	10.00
65-68	.75
69-70 Cloak & Dagger	5.00
71-74	.75
75-79	1.00
80 Punisher	.75
81-82 Cloak & Dagger	1.25
83-89	.75
90 AM, new costume	2.50
91-96	1.00
97-105 HT, JM	.75
Annual #1 RB, JM, Dr. Octopus	$1.00
2 JM, I: O: Rapier	1.25
3-4	1.00

POWER MAN
(formerly HERO FOR HIRE)

17 GT, A:Iron Man	$3.00
18-20	2.00
21-26	1.50
27 GP	2.50
28-30	1.50
31 NA	2.50
32-40	1.25
41-44	1.00
45 JSn, A:Mace	2.00
46 GT, I:Zzax	1.00
47 BS, A:Iron Fist	2.00
48 JBy, I:Power Man, Iron Fist	3.50
49 JBy A:Iron Fist	3.00

Title changes to

POWER MAN AND IRON FIST

50 JBy I:team-up w/Iron Fist	$3.00
51-53	1.00
54 O:Iron Fist	1.25
55-56	1.00
57 X-Men	6.00
58 I:E. Aquila	1.50
59-65 BL	.75
66 FM(c)	1.00
67	.75
68 FM(c)	1.00
69	.75
70-74 FM(c)	1.00
75 origins	1.50
76-77	2.00
78-85	.75
86-87 Moon Knight	1.00
88-118	.65

POWER PACK

1 BWi V: Snarks	$2.50
2-4 BWi V: Snarks	1.50
5-11 BWi	.75
12 BWi A:X-Men	1.00
13 BWi	.65

PRINCE NAMOR, THE SUB-MARINER

1 limited series	$1.00
2-4	.75

QUESTPROBE

1 JR, limited series, Hulk	$1.00
2 AM, JM Spider-Man	.75

RAIDERS OF THE LOST ARK

1 JB, K, movie adaptation	$1.50
2-3 JB/K	1.00

RAWHIDE KID

1 mini-series	$.75

RED SONJA
(1st series)

1 FT	$2.50
2-5 FT	1.50
6-15	.75

(2nd series)

1	$1.00
2-6	.65

RETURN OF THE JEDI

1-2 AW movie adaptation	1.50
3-4 AW	1.00

ROCKET RACCOON

1 mini-series	$1.00
2-4	.75

ROM

1 SB, O:	$4.00
2-3 SB, FM(c)	2.50
4-5 SB	2.00
6-12 SB	1.50
13-16 SB	1.25
17-18 SB, X-Men	4.00
19 SB, JSt, C:X-Men	1.50
20-24 SB, JSt	1.25
25 SB, JSt double size	1.50
26-35	1.00
36-49	.75
50-55	1.00
56-57 Alpha Flight	1.25
58 Dire Wraiths	1.00
59-63 SD	.75
64-69	.65
Annual #1 PB, Stardust	$1.50
2-3	1.25

SAGA OF CRYSTAR

1 Origin	$2.50
2-4	.75
5-10	.60
11 Alpha Flight	1.00

SECRET WARS (Mini-series)

1 MZ X-Men, Avengers, FF in all	$4.00
2 MZ	3.00
3-5	2.00
6-11 MZ	1.50
12 MZ	1.00

SECRET WARS II (Mini-series)

1 A:X-Men, New Mutants	$1.50
2	1.00

SECTAURS

1	$1.00
2	.75

SHE-HULK

1 O:	$1.50
2-24	1.00
25 double size	1.25

SHEENA

1-2 GM, movie adaptation	.75

SISTERHOOD OF STEEL

1-4 Epic Comic	1.50

SIX FROM SIRIUS

1 PG, limited series	$2.00
2-4 PG	1.50

SPIDER-MAN & AMAZING FRIENDS

1 A:Iceman, Firestar	$.75

SPIDER-WOMAN

1 CI, O:	$1.25
2-25	.75
26 Byrne cover	1.00
27-36	.60
37 TA, A:X-Men	2.50
38 A:X-Men	2.00
39-49	.60
50 D:Spider Woman	1.50

STAR WARS

1 HC 30¢ movie adaptation	$8.00
1 HC 35¢ movie adaptation	30.00
2-3 HC movie adaptation	4.00
4 HC low distribution	5.00
5-6 HC	3.00
7-10 HC	2.50
11-16	2.00
17-19 low distribution	3.00
20-21	2.00
22-37	1.50
38 TA/MG	2.00
39 AW Empire	3.00
40-44 AW Empire	2.00
45-49	1.00
50 WS/AW TP giant	2.00
51-66	1.00
67-79	.75
80-91	.65
92	1.00
93-98	.65

STARRIORS (Mini-series)

1	$1.00
2-4	.75

STARSTRUCK

1-3 MK Epic Comic	$1.50

STRANGE TALES

101 SD, JK Human Torch	$85.00
102 SD, JK	40.00
103-105 SD, JK	32.00
106 SD, A:FF	22.00
107 SD Torch V:Sub-Mariner	25.00
108-109 SD, JK	18.00
110 SD, I:Dr. Strange	60.00
111 SD I:Asbestos	20.00
112-113 SD	10.00
114 SD, JK, Capt. America	15.00
115 SD O:Dr. Strange	30.00
116-120	6.00
121-129 SP	4.00
130 SD, C:Beatles	7.00
131-133 SD Thing & Torch	3.00
134 SD, Torch, A:Watcher	3.50
135 SD, JK, I:Shield	6.00
136 SD, JK, Dr. Strange	4.00
137-147	2.50
148 BEv, JK, O:Ancient One	3.00
149 BEv, JK	2.50
150 BEv, JK, JB, 1 Buscema	3.00
151 BEv, JK, JSo, 1 Steranko	4.00
152-158	2.00
159 JSo O:Fury	2.50
160-166	2.00
167 JSo, DA	3.00
168 JSo, DA, O:Brother Voodoo	2.50
169-173 Brother Voodoo	1.00
174 JB, JM, O:Golem	1.00
175 SD, Rep-Torr	1.00
176-177 Golem	1.00
178 JSn O:Warlock	6.00
179-181 JSn, Warlock	4.00
182-188 rep.	.75
Annual #1 rep.	$35.00
2 rep.	25.00

SUB-MARINER

1 JB, O:Sub-Mariner	$10.00
2 JB, A:Triton	5.00
3 JB, A:Triton	4.00
4-5 JB	3.50
6-7 JB	3.00
8-9	3.50
10-13	3.00
14 Human Torch	3.50
15-21	2.50
22 Dr. Strange	3.00
23-24	2.00
25-26	2.50
27 SB	5.00
29 SB V:Hercules	1.50
30 SB, A:Capt. Marvel	2.00
31-32	1.50
33 SB, JM, I:Namora	2.00
34-35 SB, JM, A:Surfer & Hulk	4.00
36 BWr, SB, M:Lady Dorma	2.50
37 RA, D:Lady Dorma	2.00
38-40	1.50
41-42 GT	1.25
43-45	2.00
46-49 GC	1.25
50 BEv, I:Nita	1.75
51-55 BEv	1.50
56-57	1.25
58-60 BEv	1.50
61-72	1.25
Annual #1 SB, rep	$2.00
2 BEv, rep	1.75

TALES OF SUSPENSE

39 JK, O:I:Iron Man	$300.00
40 JK	100.00
41 JK	55.00
42 DH, SD, I:Mad Pharoah	30.00
43-45	25.00
46-47	15.00
48 SD new costume	16.00
49 SD, A:Angel	15.00
50 DH, I:Mandarin	12.00
51 DH, Scarecrow	8.00
52 DH, I:Black Widow	12.00
53 DH, O:Watcher	8.00
54-56 DH	6.00
57 DH, I:Hawkeye	8.00
58 DH, Capt. America starts	6.00
59 DH, JK, I:Jarvis	5.00
60-62 DH, JK, Assassins	4.00
63 DH, JK, O:Capt. America	5.00
64-66 DH, JK	4.00
67-71	3.00
72-87	2.50
88-99 GK, GC, Red Skull	2.00

TALES TO ASTONISH (1st series)

27 SD, JK, 1 Ant-Man	$350.00
28-34 SD, JK	10.00
35 SD, JK, 2 Ant-Man	150.00
36 SD, JK	55.00
37 SD, JK	35.00
38-40	30.00
41-43 DH, SD	12.00
44 JK, SD, O:Wasp	15.00
45-48 DH, SD	12.00
49 JK, DH, AM, Giant Man	15.00
50 JK, SD, Human Top I	12.00
51 JK, Human Top II	6.00
52 I:Black Knight	7.00
53-60	5.00
61-70	3.50
71-82	2.50
80-82 GC/JK	2.50
83-91	2.25
92 C Silver Surfer	5.00
93 Silver Surfer	6.00
94-101	2.00

TALES TO ASTONISH (2nd series)

1 JB, Sub-Mariner rep.	$1.00
2-14 JB, Sub-Mariner rep.	.75

TEAM AMERICA

1 O:Team America	$1.00
2-4 LMc	.75
5-11	.60
12 DP Marauder (unmasking)	1.00

THING, THE

1 JBy Origin	$2.50
2 JBy	1.50
3-10	1.00
11-17	.75
18-24	.65

THOR
(formerly JOURNEY INTO MYSTERY)

126 JK, Hercules	$5.00
127-130 JK	4.00
131-133 JK	3.50
134 JK, I:High Evolutionary	5.00
135 JK, High Evolutionary	4.00
136-140 JK	3.50
141-145 JK	3.00
146 JK O:Inhumans	3.50
147-148 JK	3.00
149-154 JK	2.50
155-157 JK	2.00
158-159 JK O:Don Blake	3.00
160 JK	2.50
161 JK	2.00
162 JK O:Galactus I	2.50
163-164 JK	2.00
165-166 JK, Him/Warlock	3.00
167 JK, Sif	2.00
168-169 JK, O:Galactus	2.50
170-179	2.00
180-181 NA	5.00
182-192	1.75
193 JB/SB, Silver Surfer	6.00
194-199	1.50
200 JB, Ragnarok	4.00
201-213 JB	1.50
214-220	1.25
221-224	1.00
225-228	1.50
229-240	1.00
241-250 JB	.90
251-259	.75
260 WS	4.00
261-267 WS	1.50
268-271 WS	1.00
272-293	.75
294 KP O:Odin	1.00
295-299 KP	.75
300 KP giant	1.50
301-336	.75
337 WS 1 Simonson Thor	9.00
338 WS Beta Ray Bill	4.00
339 WS Beta Ray Bill	2.50
340 WS Beta Ray Bill	2.00
341-352 WS	1.00
353-358 WS	.75
Annual #2 JK, V:Destroyer	$2.50
3-4 JK, rep.	2.00
5-6 JK, JB	1.50
7-12	1.00
Giant Size #1 GK rep	$1.00

TIMESPIRITS

1-4 Epic Comics	$1.50

TRANSFORMERS

1 toy adaptation	$4.00
2-3	1.50
4	2.50
5-7	1.00

U.S. 1

1 HT origin	$1.00
2-12	.75

2010

1-2 movie adaptation	$.75

VISION & SCARLET WITCH

1 mini-series	$1.75
2-4	1.25

VOID INDIGO

1-2 VM, Epic Comics	1.50

WARLOCK

1 GK Origin	$5.00
2-3	3.00
4 GK	2.50
5-8	2.00
9-15 JSn	2.50

WARLOCK SPECIAL EDITION

1 JSn, rep.	$2.50
2-6 JSn, rep	2.00

WEB OF SPIDER-MAN

1	$2.50
2	1.00
3-5	.75

WEREWOLF BY NIGHT

1 MP	$4.00
2-7 MP	2.00
8-12	1.50
13-19	2.00
20	1.50
21-31	1.00
32 O&I:Moon Knight	15.00
33 Moon Knight	10.00
34-36	1.00
37 BWr A:Moon Knight	6.00
38-41	1.00
42-43	1.25
Giant-Size #2 SD, Frankenstein rep.	$2.00
3-5 GK	1.50

WEST COAST AVENGERS

1 BH, mini-series	3.00
2-4 BH	2.00

WHAT IF?

1 Spider-Man	$7.00
2 GK(c) Hulk	5.00
3 GK, KJ, Avengers	[illegible]
4 GK(c)	4.00
5 Capt. America	[illegible]
6 Fantastic Four	3.50
7 GK(c) Spider-Man	6.00
8 GK(c) Daredevil	[illegible]
9 JK(c), O:Marvel Boy	3.00
10 JB, Thor	2.50
11 JK, Fantastic Four	2.00
12 Hulk	5.00
13 JB, Conan	4.00
14 Sgt. Fury	2.00
15 CI, Nova	2.00
16 Fu Manchu	2.00
17 CI, Ghost Rider	2.00
18 TS, Dr. Strange	[illegible]
19 PB, Spider-Man	2.00
20 Avengers	2.00
21 GC, Sub-Mariner	2.00
22 Dr. Doom	2.00
23 JB, Hulk	2.00
24 GK/RB Spider-Man	2.00
25 Thor, Avengers	2.00
26 JBy(c) Capt. America	2.00
27 FM(c), X-Men	[illegible]
28 FM, Daredevil	5.00
29 MG(c) Avengers	1.50
30 RB, Spider-Man	1.50
31 Wolverine	[illegible]
32 Avengers	[illegible]
33 BL, Dazzler	[illegible]
34 FH, FM/JBy, BSz	1.50
35 FM, Elektra	2.50
36 JBy, Fantastic Four	1.50
37 Hulk	1.25
38 Daredevil	1.50
39 Thor, Conan	1.25
40 Dr. Strange	1.25
41 Sub-Mariner	1.25
42 Fantastic Four	1.00
43-45 Hulk	1.00
46 Spider-Man	1.00
47 Thor, Loki	1.00

WOLVERINE (Mini-series)

1 FM, I:Mariko	$3.50
2-4 FM	2.00

X-MEN

1 JK, O:X-Men, I:Magneto	$400.00
2 JK, I:Vanisher	175.00
3 JK, I:Blob	100.00
4 JK, I:Evil Mutants	80.00
5 JK, A:Evil Mutants	60.00
6-10 JK	25.00
11-12	15.00
13-20	12.00
21-27	10.00
28 I:Banshee	12.00
29-30	10.00
31-34	7.00
35 JK(c), A:Spider-Man, Banshee	8.00
36-40	7.00
41-43	6.00
44 DH A:Magneto	7.00
45-48	6.00
49 JSo/DH, C:Magneto	7.00
50-51 JSo, Magneto	11.00
52 DH/MSe, JSt, O:Lorna Dane	6.00
53 BS, Smith's 1st	16.00
54-55 BS, DH, O:Havok	10.00
56-63 NA	17.00
64 DH, O:Sunfire	11.00
65 NA, A:Havok, SHIELD	17.00
66 SB A:Hulk, Havok	6.00
67-80 rep	4.50
81-93 rep	3.75
94 GK, DC, BMc, I:New X-Men	90.00
95 GK, DC, D:Thunderbird	40.00
96-99	25.00
100 DC	32.00
101 DC, I:Phoenix, A:Juggernaut	30.00
102 DC, O:Storm	20.00
103-107	15.00
108 DC, JBy/TA, A:FF	25.00
109 DC, JBy/TA, I:Weapon Alpha	22.50
110 DC/TA, A:Warhawk	16.00
111 DC/JBy/TA, A:Beast, Magneto	15.00
112-119	12.50
120 JBy/TA, I:Alpha Flight	22.00
121 DC, JBy/TA, A:Alpha Flight	25.00
122 DC, JBy/TA, I:Hellfire Club	10.00
123-128	9.50
129 JBy/TA, I:Kitty Pryde	12.00

MARVEL (Cont.)

130 JR2 JBy/TA, 1:Dazzler	12 00
131 138 JBy/TA, A:Angel	8.50
139-140 JBy/TA	10.00
141 143 JBy/TA	4 50
144-150	3.00
151 155	2.25
156 DC. A:Starjammers	2 50
157 158 DC	2.00
159 BSz, A:Dracula	2.25
160-163	2 00
164 DC, I:Binary	1.75
165	3.50
166-167 PS	3.00
168-174	2 00
175 PS. giant, A:Jake Phoenix	3.00
176-178 JR2	1 50
179-185 JR2	1.25
186 BS/TA, Storm	1 50
187 192 JR2	1 00
193 JR2. 20th anniv	1 50
194-196 JR2	1.00
Annual #1 rep:X-Men #9 11	12 00
2 rep X-Men #22, 23	12 00
3 FM/GP/TA, I:Arkon	5.00
4 JR 2/BMc A:Dr Strange	5 00
5 BA/BMc, A.FF	2 00
6 BSz, A.Dracula	3.00
7 MG Impossible Man	2 00
8 Kitty	1 50
Giant-Size #1 GK/DC 1&O:New X-Men	70 00
#2 GK/KJ rep.	$12 00

X-MEN AT STATE FAIR

1 Dallas Times Herald	6 00

X-MEN CLASSICS

1 4 reprints	2.00

X-MEN, MICRONAUTS

1 BG Limited Series	1 50
2-4	1 00

MIRAGE

TEENAGE MUTANT NINJA TURTLES

1 (1st printing)	$60 00
1 (2nd printing)	20.00
1 (3rd printing)	2 50
2 (1st printing)	10.00
2 (2nd printing)	2 50
3 (1st printing)	2 50

PACIFIC

ALIEN WORLDS

1 AW/VM/NR	$2 50
2 3	2 00
4 7	1 50

[redacted]

MASTER OF THE MACABRE

1 BW reprints	$1 50
2 3 BW	1 50

BOLD ADVENTURE

1	$1 25
2	1.50
3 Spitfire	1 50

CAPTAIN VICTORY

1 JK	$2 00
2 JK	1 50
3 JK, I:Ms Mystic	1 50
4 5 JK	1 00
6 JK SD, I:Missing Man	1.00
7 13 JK	1 00

CORBEN SPECIAL

1	$1 50

DEMON DREAMS

1 2	$1 50

[redacted]

1 GM Mini Series	1 00
1 GM	1 25
2 3 GM	1 00

ELRIC

1 CR	$2 00
2-4 CR	1 50

FIRST FOLIO

1 Joe Kubert School	$1 50

[redacted]

1 SA	$3 00
2-8 SA	2.00

JERRY IGER'S FAMOUS FEATURES

1 Flamingo	$1 50

MS. MYSTIC

1 NA, Origin	$2.00
2 NA	1 50

PACIFIC PRESENTS

1-4	$1 50

PATHWAYS TO FANTASY

1 BS	1 50

SILVER STAR

1 JK	$1 50
2-6 JK	1.00

SILVERHEELS

1	$2 00
2	1.50

[redacted]

1 NA	$1.50

SOMERSET HOLMES

1 BA	$2.00
2-4 BA	1 50

STARSLAYER

1 MG	$2 50
2 MGr I:– Rocketeer Groo	2.00
3-5 MGr	1.50

[redacted]

1 PB	$2.00
2 3 PB	1 50

[redacted]

1	$1 50

TWISTED TALES

1 RCo, AA	$2 00
2 8	1 50

VANGUARD ILLUSTRATED

1 7	$1 50

[redacted]

1 2	$1 50

WILD ANIMALS

1	$1 50

QUEST

QUEST PRESENTS

1-3 JD	$1 75

SEAGATE/DC

MASTERWORK SERIES

1 2 Frazetta	$1 50
3 Wrightson	1 50

SPECTRUM

[redacted]

1	$1 00

THE GUARDIAN

1 2	$1 00

SURVIVORS

1 4	$1 00

STAR COMICS

EWOKS

1 2 Star Wars spin-off	$ 65

[redacted]

1 3	$ 65

GET ALONG GANG

1 2	$ 65

HEATHCLIFF

1 3	$ 65

[redacted]

1-2	$ .65

PETER PORKER

1 2	$ .65

PLANET TERRY

1 5	$ 65

ROYAL ROY

1-2	$ 65

STRAWBERRY SHORTCAKE

1 3	$ 65

TOP DOG

1 3	$ 65

WALLY THE WIZARD

1 5	$ .65

VORTEX

[redacted]

1 2	$3.00

WaRP GRAPHICS

A DISTANT SOIL

1 2	$1 50

ELFQUEST

1 b&w magazine	$2 00
2-20	1 50

ELFQUEST BOOKS

Book I	$12 95
Book II	10 95
Book III	12 95
Book IV	12 95

MYTHADVENTURES

1 2	$1 50

THUNDERBUNNY

1	$ 1 50

GENERAL

GENERAL TYPE TITLES

These are common titles with no special artists or content

[redacted]

15¢ cover — VG or better	$1.25
20¢ cover — VG or	1.00
25¢ cover — mostly Harveys	75
35¢ cover	.60
60¢ cover	.60

[redacted]

12¢ cover — VG or better	$1 00
15¢ cover — VF-NM	80
20¢ cover — VG or better	.60
25¢ cover VF-NM	.60
35¢ cover VF NM	50
60¢ cover NM	50

MYSTERY

12¢ cover VG or better	$1 00
15¢ cover VG or better	60
20¢ cover – Mostly DC VG +	60
35¢ cover – VG or better	50
40¢ cover – Fine or better	50
60¢ cover – NM	.50

[redacted]

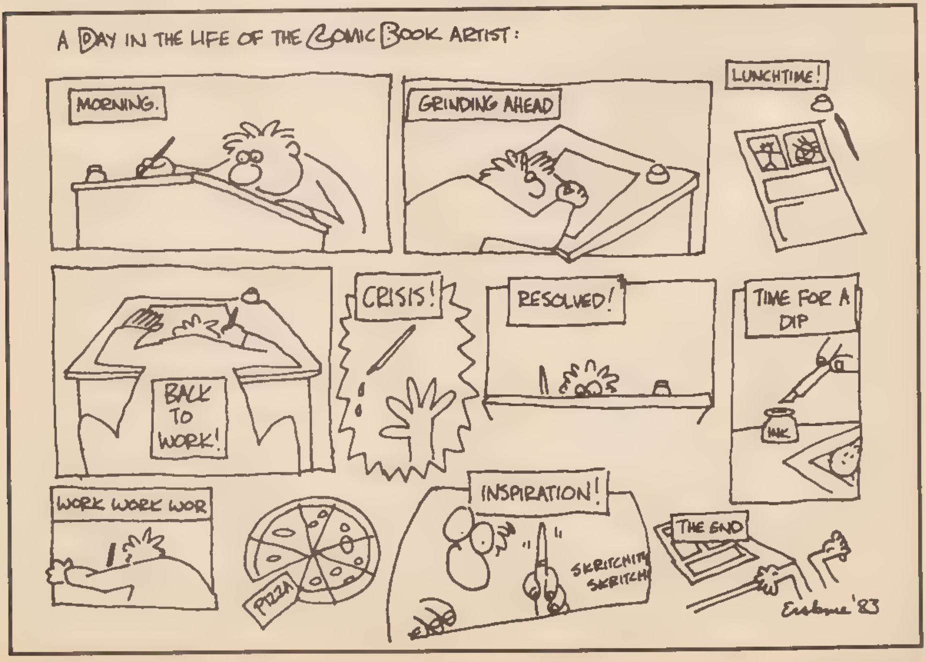
12¢ cover – VG or +	$1 25
15¢ cover VG or +	1.00
20¢ cover VG or +	75

WAR

12¢ cover VG or +	$ 60
15¢ cover VG or +	60
20¢ cover Mostly DC VG +	.60
35¢ cover VG or +	50
40¢ cover Fine or +	50
60¢ cover NM	50

WESTERN

15¢ cover — VG or +	$1 00
20¢ cover – VG or +	75



EAST COAST COMICS

P.O. Box 99, C. Titusville, N.J. 08560

COMIC BOOK SALE: **ORDERING INSTRUCTIONS:** Minimum order is $5.00, not including shipping fee Shipping & handling fee is (U.S 2.00) (Foreign 4 00). All prices are per each book. (I E. ICEMAN 1-4, 75¢) means that No. 1, 2, 3, 4, are 75¢ ea Make all payments to East Coast Comics. All advertised books are subject to prior sale We reserve the right to refuse any order. Personal checks may delay your order until it clears our bank. Foreign orders must remit in U.S funds by bank draft or money order This list expires Jan 31, 1986 All comics advertised on this page are in near mint to mint condition.

ALIEN LEGION
1, 3.00, 2-8, 1.50;

ALPHA FLIGHT
1, 12, 2 50; 2-5, 1 75, 6 11, 13. 1.50, 14-17, 24, 1.25; 18 23 25-29, 75¢

AMBUSH BUG
1-4, 75¢;

AMERICAN FLAG
1, 5.00; 2-4, 2.50, 5-10, 2.00; 11-24, 1.50 Graphic Novel 12 00

ATARI FORCE
1, 1.50; 2-5, 1.00; 6-20, 75¢;

AVENGERS
G.S.4, Annual 10-13, 1 00, 149, 2 00; 170, 1.50; 181, 188, 191 2 00, 192-197, 1.00; 2 00, 1.50; 201-203,, 206 209 213-215, 218, 219, 223-225, 228-249, 251-260, 75¢; 250, 1.00;

BATMAN & OUTSIDERS
1 3 00 2 5, 1 50, 6 10, 1 00, 11 26 75¢ Annual 1, 1 25,

BEAUTY & THE BEAST
1-4, 75¢;

BLACK DRAGON
1, 1 75 2 4 1 50

CAMELOT 3000
1, 3.00; 2-5, 1 50; 6 12, 1.00;

CONTEST OF CHAMPIONS
1, 5 00, 2, 3, 4.00;

CRISIS
1, 2 75 2 1 75. 3-5 7, 1.25; 6, 8-10, 75¢;

DAREDEVIL
Special 2 1 25 52 4 00 131, 1st Bullseye, 3 00; 125, 129, 133. 135 142, 145, 152, 153, 155, 157, 1.00; 158, 30.00; 159, 10.00, 160, 161, 7.50; 162, 2.00; 167, 5.00; 168, 12.50; 169, 6.00; 170, 5.00; 171-175, 3.50, 176-180, 1.75; 181, 2.00; 190, 196, 197, 200, 208, 1.00; 182 189 191-195, 198, 199, 201 207, 209-223, 60¢;

DAZZLER
1, 1.50; 2, 21, 38, 1.00, 3-20, 22-37, 39-41, 50¢;

DEFENDERS
20, 23, 24, 26, 30-43, 44 49. 51, 53-58, 60 68, 70, 72, 74-84, 89, 94, 99, 101-103, 106-108, 110-113, 115, 120, 123, 127, 128, 130, 132-144, 50¢; 100, 1 25;

DN AGENTS
1, 2.50; 2-24, 1.50

DREADSTAR
1, 3.00; 2-5, 2.00; 6 20, 1.50, Annual 1, 2.00;

DREADSTAR & CO.
1-5, 75¢

DR. WHO
1-12, 1 50;

DUNE
1-3, 60¢

ETERNALS
(Old Series) 1 18, 50¢

EVANGELINE
1 2 00 2, 1 50,

FANTASTIC FOUR
59, 6 00 86, 3 00, 160, 161, 165, 168-171, 174, 1.00; 177, 179, 180, 182, 184, 188-190, 194, 195, 75¢; 200, 3.00; 201, 205, 208, 75¢; 209-211, 213, 216-218, 221, 1.25; 219, 224, 229, 230, 75¢, 232-240, 1 50, 242, 245-252, 1 25; 253 264, 1.00; 265 284 75¢, Annual 11-14, 16-18, 1.00;

FLASH
265 278-280, 300, 314-316, 318-320, 232 325 328-333 335 339 341-343 347, 50¢;

G.I. JOE
1, 9.00; 3 5, 5 00; 7, 8, 6.00, 9-11, 13, 14, 16-20, 4.00; 21-25, 3.00; 27-30, 2.00; 31-35, 1.00; 36-41, 75¢; Yearbook 1, & Magazine 1, ea 2.50;

GREEN LANTERN
105, 118-122, 126, 130, 13-135, 145-149, 151-161, 163, 1663168, 170-187, 60¢; 150, Annual 1, 1 00

HOWARD THE DUCK
1,6.00; 2, 2.50; 3, 1.50; 4-10, 75¢; 11-31, 60¢;

ICEMAN
1 4. 75

INCREDIBLE HULK
116, 117, 1.25; 286 188, 197 199, 75¢; 202, 205, 207, 209, 211-213, 216-228, 230-248, 251, 253 266, 270, 271, 274-277, 280, 285 295, 297 299. 301-303, 305-312, 50¢; 272, 273, 300, 1.50;

INDIANA JONES
1, 1.00; 2, 75¢; 3-32, 50¢;

INFINITY, INC.
1, 2.50; 2 4, 1 75. 5 18. 1 25

INVADERS
1, 4 50; 3, 4 1 25 5-41, 60¢;

JUDGE DREDD
1, 3.00; 2-5, 2.00; 6-10, 1.50; 11-23, 1.25;

JUSTICE LEAGUE OF AMERICA
152-155, 157, 1.00; 193 2.00; 200 1 50 201 244, 75¢, Annual 1, 1.00; 2, 1.50;

KITTY & WOLVERINE
1-6, 75¢;

LEGION OF SUBSTITUTE HEROES
Special 1, 1.25;

LAST STARFIGHTER
1-3, 50¢;

MARVEL FANFARE
1, 7.00; 2, 8.00; 4, 3.00; 5-21, 1.50;

MARVEL UNIVERSE
1,6.00; 2, 3, 4 50; 4, 5, 3.00; 6-15, 2.00;

MICRONAUTS
New Series 1-12, 60¢;

NEW ADVENTURES OF SUPERBOY
1, 1.00; 2-49, 50¢; 50, 1.25;

NEW MUTANTS
1, 3 50; 2-5, 2.00; 6 10, 1 50 11-18, 21, 30, 1.25, 19, 20, 22-29, 31-35, 75¢;

NOVA
1, 3.00; 2-5, 1 00; 6-10, 75¢; 11-24; 60¢;

OMEGA MEN
1, 1.50; 2-33, 1 25;

PETER PARKER
23, 1.00; 27, 7.00; 28, 5.00; 30-38,40, 43-62, 65-68, 71-73, 78-86, 89: 75¢; 75, 1 25; 90, 2 00, 92 95 1 50 100, 1.00, 96 99, 101-107, 75¢;

POWERMAN-IRON FIST
48, 50, 1.50; 73, 75-77, 100, 1.00; 28 35, 36 38 44 46 47 53-55, 58 60 62, 69-72 74, 78-99, 101 120, 50¢

POWER PACK
1, 2 50; 2-5, 1 50; 6-10, 1.00; 11-16, 75¢;

RETURN OF THE JEDI
1-3, 50¢;

ROCKET RACOON
1-4, 75¢;

SECRET WARS I
1, 3.50; 2, 2.50; 3, 2.00; 4, 5, 12, 1.50; 6 11 1 00;

SECRET WARS II
1, 1 00; 2 6, 75¢

SHATTER
(first computerized comic) Special #1, 1st printing 3 50

SPIDERMAN
33, 7.50; 77, 79, 3.00; 162, 2.00; 153-155, 158, 163-167, 173-175, 182 185, 188, 193, 196-199, 75¢, 203, 1.50; 200, 1.00; 202, 204, 205, 209-212, 214 217 221 223, 225-230, 232, 234-237, 75¢; 239,

SPIDERMAN (continued)
1 50; 240-249, 1.00; 250, 2.50, 251, 1 50; 252, 4 00; 253, 254, 1.50; 255-260, 1 00; 261-270 75¢: Annual 10 12, 16 18, 1.00;

STARRIORS
1-4, 50¢;

STAR WARS
2, 3 50; 6-10, 2 50; 11 20. 1.75; 21-37, 1 50; 38 44, 1.75, 45-70, 1.00; 71-91, 93-99, 75¢, 92, 100, 1.25; Annual 1, 1.75; 2, 1.25;

COMICHERO BUTTONS
1, American Flag; 2 Badger 3, Cannonball; 4, Cloak & Dagger; 5, Colossus, 6, Dr Doom; 7, Dr. Octopus, 8, Grimjack; 9, Hawkeye; 10, Human Torch, 11, Jon Sable, 12 Kitty & Lockheed, 13, Moon Knight, 14, Nexus, 15 m Nightcrawlen, 16, Phoenix, 17, Rouge; 18, Sasquatch, 19, Scarlet Witch, 20, She-Hulk; 21, Shroud; 22, Silver Surfer; 23, Spiderman; 24, Storm; 25, Thing; 26, Vision, 27, Wolfsbane, 28, Wolverine, 1 00 ea.,

SUPERHERO PENS
1 Capt America, 2, Hulk; 3, Secret Wars 4. Spiderman (black design) 5, Spiderman (pictorial); 6, Wolverine 1 50 ea.,

TEEN TITANS
1, 18 00; 2, 9 00; 3, 4, 7.00; 5, 6, 4.50; 7-10, 3.50; 11, 12, 2.50; 13-16, 2.00; 17-20, 1.00, 23-25, 42-44, 50, 1.25; 21, 22, 26 41, 45 49, 51-59; 75¢ Annual, 1, 2, 1.25, Annual 3, 2.50 New Baxter 1 5.00; 2, 2.50; 3-5, 1.50; 6-14, 1.25;

THING
1 2 00, 2 5 1 00 6-12; 75¢; 13-28, 60¢;

3-D COMICS
AV In 3-D, 3.50; Alien Worlds 3 00, Battle for a Three Dimensional World, 3.50; Sheena, 2.50; Ms. Tree, 2.50;

THRILLER
1-12, 1 00;

TRANSFORMERS
1 3 00 2-4 2 00, 5-9, 1 00

VIGILANTE
1, 2.50; 2-7, 1.50; 8-23, 1.25

WEB OF SPIDERMAN
1, 1 00 2-10 75¢,

WEST COAST AVENGERS
Mini-Series, 1, 3 00 2, 2.00; 3, 4, 1.25; New Series 1, 1.25; 2 & up 75¢;

WHAT IF
1, 6 00 2, 4 00. 3-5 3 50, 6 10, 3 00, 11 12 2 50, 14-26. 2 00, 27 3 00 28, 4 00, 29, 30 1 50 31, 4.00; 32-48, 1 25;

WHO'S WHO
1, 1 50; 2-10, 1.00;

WOLVERINE
1, 3.00; 2-4, 2 00;

X-MEN
138, 6 50; 144-149 165, 166, 2 50, 150, 151, 153-164, 167-175, 2.00; 176 182, 193, 200 1.25, 183 192, 194-199, 75¢;

X-MEN-MICRONAUTS
1-4, 75¢,

X-MEN T-SHIRTS
White logo on black shirt; order small, medium, large, x-large, 7.95 ea.;

CONVENTION CALENDAR

GREAT LAKES

STATES IN REGION: Ill Ind Ky Mich , Ohio and Wis

CHICAGO, IL - July 5-7 - 10th Annual Chicago Comicon (C), Ramada-O Hare Hotel, A. n/a. Chicago Comicon 1219 Devon Chicago IL 60660 PH 312-274-1832

DAYTON, OH July 12 14 - PULPCON 14 (P), Univ of Dayton Rusty Hevelin Box 112 Dayton, OH 45401

BOWLING GREEN, KY July 13 - Comic Book. Baseball Cards Coin & Stamp Show (C, Cd). Bowling Green Mall 2700 Nashville Rd A free James Miles. PO Box 224, Bowling Green, KY 42101 PH 502-842-6492

ROYAL OAK, MI July 14 - Encore-Con Comic Book & Baseball Card Show (C, Cd), American Legion Hall 1815 Rochester Rd , 10am-5pm, A. $1, F $20 Michael Lester 16232 Carriage Lamp Ct #929, Southfield, MI 48075

ROCKFORD, IL July 14 - Classic Card-N Comic Show (C), Quality Inn Airport. 4419 11th St 251 S 10am-4pm A free, T 10 F $15 Gary Johnson, 605 Theodore St. Loves Park IL 61111 PH 815-633-8495

DETROIT, MI July 20-21 - Creation Show (C, DW, ST), Hyatt Regency Dearborn at the Fairlane Center, A n/a Creation, Box 7155 Garden City, NY 11530

ELK GROVE VILLAGE, IL - July 27 Relative Dimensions Convention (DW SF), Elk Grove High School, 500 W Elk Grove Blvd A $9 adults, $5 under 12 Relative Dimensions, c/o Brad Newlan PO Box 2295, Des Plaines IL 60017 PH 312-296-1480

LEXINGTON, KY - July 27-28 LexCon (C, Cd. M, SF), Ramada Inn, Waller Ave , 11am-5pm A $1 F $35 The Comic Shoppe 947 Eastern Parkway, Louisville KY 40217 PH 502-637-7975

CLEVELAND, OH - Aug 3-4 Saturday's Child Nostalgia Festival #21 (C. Cd M, SF), Richmond Mall, Richmond Rd & Wilson Mills Rd Sat 10am-9pm, Sun Noon-5pm A free, T 90. Joe Tricarich 2520 Ashurst. Cleveland OH 44118 PH 216-932-8596

ROCKFORD, IL Aug 11 - Classic Card-N Comic Show (C) Quality Inn Airport 4419 11th St 251 S , 10am-4pm, A free, T 10. F $15 Gary Johnson, 605 Theodore St , Loves Park IL 61111 PH 815-633-8495

CLEVELAND, OH - Aug 18 Show (C Cd), Holiday Inn, Route 21 E , Trnpk Exit 11 10am-6pm A $1 50 Cards, Etc 163 Greenway, Elyria OH 44035

HILLSIDE, IL Aug. 18 - Comic Book & Baseball Card Show (C Cd) Holiday Inn, I-290 Eisenhower X-way between Wolf & Mannheim Rds. 10am-3pm A $1, Graham Crackers Comics 5 E. Chicago Ave Naperville, IL 60540 PH 312-355-4310 or 932 1549

MILWAUKEE, WI - Aug. 22-25 GENCon (C, G) MECCA Convention Center 500 W Kilbourn Ave A. n/a TSR, Inc PO Box 756 Lake Geneva, WI 53147 PH 414-248 3625

NILES, OH - Aug. 23-25 Comic & Baseball Card Show (C, Cd), Eastwood Mall, A. free, F $50, A-Lot-A Sports Cards, 8065 E Market St , Warren OH 44484 PH 216 856 7307

MERRILLVILLE, IN Aug 25 Yesteryears Collectors Show Holiday Star Resort Hotel, I-65 & US 30 10am-4pm, A $1, under 12 50¢, T 50 F $25 Ken Zajkowski, 1135 E Sibley, Dolton, IL 60419 PH 312-849-0888 or PH 312 849-1521

TOLEDO, OH Aug. 25 Comic Book Show (C), Holiday Inn-Southwyck, Reynolds Rd A $1 25 F $30 T E Kessler Prods 140 W 69th St , Suite 115C New York NY 10023 PH 212 787 4003

FARMINGTON HILLS, MI Aug. 25 - X-Trava-Con (C, Cd), American Legion Hall, 29500 W 9 Mile Rd , 10am-4pm A. $1, F $20 Michael Lester, 16232 Carriage Lamp Ct , #929, Southfield Mi 48075 PH 313-557-3235

MIDDLE ATLANTIC

STATES IN REGION: Del Md , N C , S C., Va W Va and Wash D C

VIRGINIA BEACH, VA July 6 - Comic Book. Baseball Card & Record Show (C Cd. R) Pembroke Mall, Independence & VA Beach Blvds , 10am-9 30pm A. free, F $25 Larry Webster 1209 Winston St , Norfolk VA 23518 PH 804 587 7160

WASHINGTON, DC July 6-7 Creation Show (C. ST DW), Marriott Twin Bridges Hotel 333 Jefferson Davis Hwy in Arlington VA. A n/a Creation Box 7155 Garden City NY 11530

GREENVILLE, SC July 13 Carolina Con IV (C, F, SF). Sheraton Palmetto Inn, 4295 Augusta Rd , at I-85. 10am-4 30pm A $1 Tom Littlejohn, Jr., Rt 7, Patrol Club Rd Greenville SC 29609 PH 803-246-9674

SILVER SPRING, MD July 13 Jubilee Comic Book & Science Fiction Convention (C, SF), Armory Place, 925 Wayne Ave , 11am-5pm A. $4 T 25, F $38. Jubilee Enter , 11910 Asbury Dr , Ft Washington MD 20744 PH 301 292 4587

ROANOKE, VA July 21 Jubilee Comic Book & Science Fiction Convention (C SF), Hotel Roanoke, 19 N Jefferson St , 11am-4pm A. $3.50, T. 25, F $35 Jubilee Enter 11910 Asbury Dr , Ft Washington MD 20744 PH 301 292 4587

RICHMOND, VA July 27 Jubilee Comic Book & Science Fiction Convention (C, SF), Holiday Inn, 6531 W Broad St , 11am-4pm A $3, T 25, F $38 Jubilee Enter 11910 Asbury Dr Ft Washington, MD 20744. PH 301 292 4587

VIRGINIA BEACH, VA July 28 Jubilee Comic Book & Science Fiction Convention (C SF) Pavilion Conv Center, 1000 19th St , 11am-4pm, A. $3, T 25 F $35 Jubilee Enter 11910 Asbury Dr Ft Washington MD 20744 PH 301 292 4587

RICHMOND, VA July 28 8th Mid-Atlantic Convention (C, ST DW) Imperial 400 Hotel, 5215 W Broad St , 10am 4pm, A. $1 50, T 25, F $20 Steve Potter Rt. 10 Box 375 Mechanicsville VA 23111 PH 804-355-8023

VIRGINIA BEACH, VA Aug 10-11 - All Star Baseball Card & Comic Book Show (C, Cd) Pavilion Center, Hwy VA, Rt 44 Sat. 11am-6pm Sun. 10am-5pm, A $1, under 8 free, T 100, F $60 Joe Morano, PO Box 12694 Norfolk, VA 23502 PH 804-486-7191 after 7pm

ARLINGTON, VA Aug. 17 Jubilee Comic Book & Science Fiction Convention (C. SF) Holiday Inn 1489 Jeff Davis Hwy , 11am-5pm, A. $4, T 25 F $40 Jubilee Enter 11910 Asbury Dr , Ft Washington, MD 20744. PH 301 292 4587

SPARTANBURG, SC Aug. 24 - Sparta Con (C), Holiday Inn, I 26 & I-85, A. $1 D W Howard Super Giant Books 38 Wall St , Asheville. NC 28801 PH 704-254-2103

DURHAM, NC Aug 25 - Mid-Atlantic Convention #1 (C ST, DW), Imperial 400 Motor Inn 10am-4pm, A. $1 50 T 20, F $20 Steve Potter, Rt 10 Box 375, Mechanicsville VA 23111 PH 804-355-8023

MOUNTAIN

STATES IN REGION Ariz Colo Idaho, Mont Nev , N M Utah and Wyo

NEW ENGLAND

STATES IN REGION: Conn Maine, Mass. N H , R.I and Vt

WARWICK, RI - July 18-21 Collectable Show (C, Cd) Midland Mall off Rte 95 & 295, A. free Filomena Marino, 75 Knowley Way Narragansett RI 02882

WEST HAVEN, CT - July 21 Comic Books. Baseball Card & Collectables Show (C Cd) Knights of Columbus Hall 263 Center St. 10am-4pm A. $2, T 40 Harold Finer, 83 April St , West Haven, CT 06516 PH 203-933-3489

MARLBOROUGH, MA - Aug. 4 Nostalgia Show (C), Holiday Inn Exit 24A off Rt 495, 9am-3pm, A. $1, T 70, F $20 Bill Hevin H&H Promotions, PO Box 34, Marlborough MA 01752 PH 617 485-6500

EAST HARTFORD, CT - Aug. 18 ConnectiCon (C), Elks Hall 148 Roberts St. 11am 5pm, A 99¢ F $20 Harold Kinney, RFD 1 Box 218A Andover CT 06232 PH 203-289-1208

NORTHEAST

STATES IN REGION: N J , N Y and Pa

BAYSIDE, QUEENS, NY - July 6 - Comic Book & Baseball Card Show (C, Cd) Adria II Conference Center 221-17 Northern Blvd , 10am-5pm A. free Steve Sabow 217-15 47th Rd , Bayside NY 11361 PH 212-631-2025 or Mitch Nat. 200-34 45th Dr Bayside NY 11361 PH 212-224 9699

ERIE, PA - July 7 - Jubilee Comic Book & Science Fiction Con (C SF) Hilton, 16 W 10th St 10am-4pm A $3, T 25 F $38 Jubilee Enter , 11910 Asbury Dr., Ft Washington MD 20744. PH 301 292 4587

EAST MEADOW, NY - July 7 Long Island Monthly Comic Book & Baseball Card Show (C Cd), Coliseum Motor Inn, 1650 Hempstead Turnpike, 10am-5pm, A. free Starwind Comics PH 516-579-7656

PITTSBURGH, PA - July 13 - Transfer Monthly Show (C, SF, M) Howard Johnson's Motor Lodge, 3401 Blvd of the Allies Dealers Room 10am-5pm Films 7pm-10pm, A. $2 50, F $30 BEM, PO Box 8619, Pittsburgh, PA 15221 PH 412-243-2736

HAZLET, NJ - July 14 - Comic Book & Baseball Card Show (C Cd) Sheraton Inn, Route 35 So , Garden State Pkwy Exit 117, 9 30am-4pm A $1 50, F $30. Mike Grecco PO Box 189 Atlantic Highlands, NJ 07716 PH 201-291-1632

PITTSBURGH, PA - July 14 - Antique & Collectable Fair (C, Cd) Castle Shannon Memorial Firehall, Rt 88, 8am-4pm, A free Collectors Cabinet 701 Washington Rd , Pittsburgh PA 15228. PH. 412 561 1885

NEW YORK CITY, NY - July 21 Show (C, Cd, M SF, R) The Roosevelt Madison Ave at 45th St A. $1 Sea Gate Distributors, 657 Fifth Ave Brooklyn, NY 11215 PH 718-788-1126

STATEN ISLAND, NY - July 21 Comic Book & Baseball Card Show (C, Cd), K of C Columbian Lyceum, 386 Clove Rd 9 30am-4pm A. $1 50, F $40 Mike Grecco, PO Box 189 Atlantic Highlands, NJ 07716 PH 201 291-1632

NEW YORK, NY - July 27-28 - Creation Show (C, DW, ST), Roosevelt Hotel 45th & Madison Ave in Manhattan, A n/a. Creation, Box 7155 Garden City, NY 11530

EAST MEADOW, NY - Aug. 4 - Long Island Monthly Comic Book & Baseball Card Show (C, Cd), Coliseum Motor Inn, 1650 Hempstead Turnpike, 10am-5pm A. free Starwind Comics PH 516-579-7656

BAYSIDE, QUEENS, NY - Aug. 10 Comic Book & Baseball Card Show (C, Cd), Adria II Conference Center 221-17 Northern Blvd 10am-5pm, A. free Steve Sabow, 217-15 47th Rd Bayside, NY 11361 PH 212-631-2025 or Mitch Nat, 200-34 45th Dr Bayside, NY 11361 PH 212-224-9699

PITTSBURGH, PA - Aug 10 - Transfer Monthly Show (C, SF, M). Howard Johnson's Motor Lodge, 3401 Blvd of the Allies Dealers Room 10am-5pm. Films 7pm-10pm, A. $2 50, F $30 BEM, PO Box 8619, Pittsburgh, PA 15221 PH 412-243-2736

HICKSVILLE, NY Aug. 10-11 Comic Book & Baseball Card Show (C, Cd), Mid-Island Mall Rtes. 106-107 Sat 10am-10pm, Sun. Noon-5pm, A. free, T 20. F $65 Marty Perry PO Box 582 Jericho, NY 11753 PH 516-822 4260

NEW YORK CITY, NY Aug 11 Show (C, Cd, M, SF R) The Roosevelt Madison Ave at 45th St., A. $1 Sea Gate Distributors 657 Fifth Ave , Brooklyn NY 11215 PH 718-788-1126

PITTSBURGH, PA Aug 11 Antique & Collectable Fair (C Cd), Castle Shannon Memorial Firehall Rt 88 8am-4pm A. free Collectors Cabinet, 701 Washington Rd , Pittsburgh. PA 15228 PH 412 561 1885

SEASIDE HEIGHTS, NJ Aug. 17 Show (C. Cd SF), American Legion Post #351, Carteret Ave & Bay Blvd , 10am-4 30pm, A. 50¢, F $25 Ruth S Campbel 827 Prospect Ave Pine Beach. NJ 08741 PH 201 244-2923

MT. LAUREL, NJ Aug 24 25 Comics Baseball Cards, Stamps & Coins (C), Hilton Rt 73 & 295, Sat 10am-6pm Sun 10am 5pm, A. n/a Temdee 15 Whitman Sq. Turnersville, NJ 08012 PH 609-228-8645

TOMS RIVER, NJ Aug. 25 Comic Book & Baseball Card Show (C Cd), Elks Post #1875. Clifton & Washington Ave G S Pkwy Exit 82, 9 30am-4pm, A $1 F $30 Mike Grecco, PO Box 189 Atlantic Highlands NJ 07716 PH 201 291 1632

HAUPP., NY Aug 25 Comic Books & Baseball Card Show (C, Cd), Ramada Inn 1515 Vets Hwy , 10am 4pm, A. 50¢ Dennis, PH 516-724-7422 (6-7)

PACIFIC

STATES IN REGION: Alaska, Calif , Hawaii , Ore and Wash

LOS ANGELES, CA July 7 Comic Book & Science Fiction Convention (C Cd, M SF), Ambassador Hotel 3400 Wilshire Blvd , 10am 5pm, A. $1 50. Bruce Schwartz, 921 N Gardner Apt 9, Los Angeles, CA 90046 PH 213-874-7295

LOS ANGELES, CA July 13-14 - Creation Show (C DW ST) Hyatt Regency Hotel, 711 S. Hope St , A. n/a Creation Box 7155, Garden City NY 11530

SAN JOSE, CA July 26-28 - Timecon 85 (DW SF). Convention Center, A $25 Steve Mann, 124-H Blossom Hill Rd San Jose, CA 95123 PH 408-629-8078

SAN DIEGO, CA July 29-31 - C.I.T.S., Comic Book Industry Trade Show (C). A. n/a

SAN DIEGO, CA Aug. 1 4 San Diego Comic Con (C). Convention & Performing Arts Center 2nd & B Sts Downtown, A. n/a Larry Geeck, PO Box 17066, San Diego CA 92117 PH 619-464-1791

LOS ANGELES, CA Aug. 4 Comic Book & Science Fiction Convention (C, Cd, M SF), Ambassador Hotel, 3400 Wilshire Blvd 10am 5pm, A. $1 50 Bruce Schwartz, 921 N Gardner, Apt 9, Los Angeles CA 90046 PH 213-874 7295

OAKLAND, CA Aug 10-11 BarksCon West (C), Hyatt, 455 Hegenberger Rd , A. $10, F $100 John Nichols. PO Box 616 Victoria. VA 23974 PH 804-696-2925

LOS ANGELES, CA Aug 10-11 Science Fiction, Horror & Fantasy Con (SF C. F, ST DW), Hyatt Regency Hotel, 711 S Hope St , A. $12 Douglas Wright, PO Box 69308. W Hollywood CA 90069 PH 213-656 1266

SEATTLE, WA Aug. 25 Center Con 6 (C). Flag Pavilion, Seattle Center, A. $1 Bill Wormstedt Box 2043, Kirkland WA 98033 PH 206-827 5129

MONTEREY, CA - Aug. 25 - Amercon (C), Monterey Conference Center, 1 Portola Plaza, 11am-5pm, A $3 Dan Vado PO Box 6993, San Jose, CA 95150 PH 408-279-8070

PLAINS

STATES IN REGION Iowa, Kan Minn , Mo , Neb , N D and S D

BELLEVUE, NE July 6 River City Comic Book & Baseball Card Show (C, Cd), South Roads Mall Hwy 73 & 75, 10am-9pm, A free, T 40, F $30 Bill Bohn, 3046 Kansas Dr , Bellevue, NE 68005 PH 402-731-5220

SOUTH CENTRAL

STATES IN REGION: Ark., La. Okla and Tex

NEW ORLEANS, LA - July 12-14 - Panopticon (DW). PO Box 57647 New Orleans LA 70157

HOUSTON, TX July 26-28 - Comix Fair 8 (C), Ramada Hotel NWX, 12801 NW Frwy A. n/a Michael Betker 1103 W Tri Oaks Suite 181 Houston, TX 77043. PH 713-556-9647

KENNER, LA Aug. 9-11 Vul-Con XII (DW, ST, F C, M, G trivia), Airport Hilton A $15 before July 8, $20 at door F $35 before July 8, $45 after Jim Mule PO Box 8087 New Orleans. LA 70182 PH 504 454-0963

SOUTHEAST

STATES IN REGION Ala , Fla , Ga. Miss and Tenn

ORLANDO, FL July 28 - Orlando Collector's Con (C, SF), Sheraton Inn, 736 Lee Rd , 10am-5pm, A. $1 Jim Ivey, 561 Obispo Ave Orlando, FL 32807

ATLANTA, GA Aug 2-4 - 11th Annual Atlanta Fantasy Fair (C, F) Omni International Hotel & GA World Congress Center, One Omni International, A. $21 before 6-30. $28 thereafter SASE Lamar Waldren PO Box 566 Marietta. GA 30061 PH 404-425-8095

FT. LAUDERDALE, FL - Aug 10-11 - South FL Fantasy Fair(C), Ramada Inn Airport 10am-8pm, A. $5 S. FL Fantasy Fair, 1788 NE 163rd St , N Miami Beach FL 33162

CANADA

OTTAWA, ONTARIO July 19-21 Maplecon 7 Science Fiction & Comic Book Convention (C, SF), Carleton University, A. n/a. Maplecon 7, PO Box 3156, Stn D Ottawa, ON Canada

KAMLOOPS, BC - Aug. 4 - Kamloops Comic Club 2nd Annual Comic Convention (C), Canadian Inn Hotel, A n/a Lou Capone Kamloops Comic Club, 343 Tranquille Rd Kamloops, BC, V2B 3G4, Canada

COMICS UNLIMITED LTD WHOLESALE DISTRIBUTORS

Comics Unlimited Ltd has been a major wholesaler of COMIC BOOKS and comic related products for over 10 years If you would like to receive further information on how you can purchase comics for re sale at up to 55% off cover price send a 9 x 12 self addressed envelope with two ounces of postage to receive our trade terms and latest order form

We are direct distributors for MARVEL COMICS, D C COMICS, FIRST COMICS, CHAOSIUM GAMES, FASA CORP GAMES, FANTASY GAMES, GAMES WORKSHOP, HERO GAMES, MAYFAIR GAMES, TASK FORCE GAMES, TSR GAMES, VICTORY GAMES, WEST END GAMES, DR. WHO PAPERBACKS, STAR TREK MAGAZINES, and many, many other fine products.

Among the many desirable back issues we have in stock we are offering the following issues at the prices indicated All are stocked in depth and the prices will be honored until our supplies are exhausted Please include a list of alternate choices in case we are out of stock of certain items. Multiple copy orders will be accepted Please include $1 50 to help with postage for all orders. We do not accept COD or credit card orders For orders of $20 00 or more receive a **FREE DC Super Heroes painters cap!!**

All Star 25 - First Infinity	$1 00
Alpha Flight 1	2.00
2, 3, 5, 6, 8-10, 12-16, 18 25 @	1 00
America vs JSA 1-4 @	1.50
American Flagg 1	4 00
2	3 00
Art of John Buscema	3 00
Art of John Byrne	5 95
Avengers Annual 10 X-Men	1 50
Camelot 1	2 00
Cloak & Dagger 1 to 4 @	1 00
Cloak & Dagger Portfolio (10 full color plates)	12 00
Conan 100	1 50
Crisis 1 & 2 @	2.50
3 & 4 @	1 50
5 & up @	1 00
DC Super Heroes Painters Cap	2 00
Elementals 1	12 00
2, 3 @	3.50
Elfquest (black & white) 2-6, 8, 10, 12-21 @	1 50
Elfquest Color Books 1-4 @	12 95
Elfquest Hard Cover signed limited vol. 1	125.00
Vol 2	75 00
Vol 3 & 4 @	50 00
Elfquest Novel Signed and limited editions of Journey to Sorrows End	30 00
G.I. Joe 1	8.00
G.I. Joe Year Book 1	2.00
Grab Bag Special - 100 assorted VF-NM Super Hero Comics	25.00

GRAPHIC NOVELS

Captain Marvel	5.95
Beowulf	5 95
Dazzler	6 95
Dreadstar	4.95
Elric	5 95
Futurians	6 95
Hunger Dogs	5.95
I am Coyote	7 95
Kilraven	5 95
Medusa Chain	5 95
New Mutants	4 95
Raven Banner	5 95
Seven Samuroid	6.95
Star Raiders	5 95
Star Slammers	5 95
Super Boxers	5 95
Swashbucklers	5.95
Warlords	5.95
X Men	5 95
How to draw the Marvel Way	9 95
Illyana & Storm 1 4 @	1.00
Infinity Inc. 1	1 50
Kitty & Wolverine 1 to 6 Complete Sets Only	6.00

Legion of Super Heroes (Baxter) 1, 2 @	2.00
3-11 @	1 50
Marvel Fanfare 1	6.00
[illegible]	8.00
3 @	3 50
4	4 00
5	2.00
6-18, 20, 21 @	1 50
Marvel Universe 1 to 15 **Complete Sets Only**	30.00
Micronauts 1 (old)	3.00
1 (new)	1.00
2	1.50
New Mutants 1	2.00
New Teen Titans 1 (1980)	20 00
1 (1984)	4.00
2-11 @	2.00
Peter Parker 1	2.50
2	1 00
Ronin 1 to 6 @	2.50
Secret Wars 1	2 50
2 to 12 @	1.50
Secret Wars Complete Sets	15.00
Secret Wars II 1-5 @	1 00
Silver Surfer Vol. 2 No. 1	1 50
Spiderman 200	2 00
252	3 00
253 to 259 @	1.00
Supergirl seatbelt give away	1 00
Superman 400	1 50
Superman Portfolio (16 black & white plates)	10.00
Teen Titan Drug Abuse 1, 2 @	1 00
Thing 1	1.50
Transformers 1	2 00
2 4 @	1 50
5 & up @	1 00
Vigilante 1	2.00
Web of Spiderman 1	1 00
Wolverine 1-4 Sets Only	7.00
X Men 143	2.50
150, 151, 156, 158, 161 162 @	2.00
165	2.50
166	1.50
167, 170-172, 174, 176, 178-184, 186-192, 196 & up @	1.00
X Men//Micronauts 1 to 4 set	3.00
X Men Special Edition Reprints Giant Size 1	2 00
X-Men Teen Titans Team Up 1	2 00
X-Men Portfolio II (4 full color 11 x 14 plates) featuring Wolverine, Alpha Flight & others	7 95

OTHER PRODUCTS

Marvel Try Out Book Try your hand at writing, penciling, inking, and coloring a comic book just like the folks at Marvel.	12.95

Conan Role Playing Game	13.00
Indiana Jones Role Playing Game	13 50
Offer #1 The price guide & a FREE BONUS. Comics worth over $5.00 **yours free!!**	9 95

Offer #2 Collector Starter Kit
* Price Guide
* Over $25.00 worth of comics
* Comic storage bags
* $19.95 plus $2 00 for postage - 19.95

Indiana Jones Modules

Temple of Doom	6.00
Raiders of the Lost Ark	6.00
Crystal Death	6.00
Golden Goddess	6.75
Nepal Nightmare	6 00
Judge's Survival Pack	7 00
Marvel Super Hero Role Playing Game	13 50

Marvel Super Hero Modules

Breeder Bomb Module	6 00
Time Trap	6 00
Murder World	6 00
Lone Wolves	6.00
Cat's Paw	6 00
Thunder over Jotunheim	6.75
Judges Screen	6.00
Avengers Assembled	6.00
Adventure Fold up Figures	6.00
Pit of the Viper	6 00
Project: Wide Awake	6 00
Secret Wars	6.00
Marvel SuperHero Miniatures Set I & II @	11 00
Marvel SuperHero Card Set 60 card set	6.00

T-Shirts: State size when ordering

Alien Legion	9 95
Alpha Flight	9.95
Avengers	9.95
Dr. Strange	9.95
Iron Man	9 95
Jon Sable	9 95
Mutant Maniac	9 95
New Mutants	9.95
Secret Wars logo	9.95
Spiderman	9.95
Thor	9 95
West Coast Avengers	9 95
Wolverine	9.95
X Men	9 95

PATCHES @ $2.50

Captain Amer.
Cap. Amer. Shield
Cloak & Daggger
Colossus
Cyclops
Dazzler
Dr. Strange
Hawkeye
Heather
Puck
Prof. X
Sasquatch
Scarlet Witch
Spiderman
Storm
Thor
Torch
Wolverine (full or face)

COMICS UNLIMITED LTD.

6833 Amboy Road
Staten Island, NY 10309
(212) 948-2223

Attention Comic Art Fans!

BLACKTHORNE PUBLISHING, Inc. is *your* source for books reprinting *classic comic strips.* We release between 2 to 6 *new* books a month. Each volume is 72 pages, printed on white book stock & features *full color covers!*

ORDER TODAY!

©1985 Tribune Media Services All Rights Reserved

SEND TO
BLACKTHORNE PUBLISHING, INC.
786 Blackthorne Avenue, Dept CP
El Cajon, California 92020

Rush me the following books. I enclose $5.95 plus 75¢ postage and handling for each book ordered. California residents add 6% sales tax

☐ DICK TRACY BOOK 1	$5.95
☐ DICK TRACY BOOK 2	$5.95
☐ GASOLINE ALLEY BOOK 1	$5.95
☐ ANNIE BOOK 1	$5.95
☐ ON STAGE BOOK 1	$5.95
☐ BROOM HILDA BOOK 1	$5.95
☐ ROCK CHANNEL BOOK 1	$5.95
☐ BENCHLEY BOOK 1	$5.95
☐ STAR HAWKS BOOK 1	$5.95
Also Available Comic Book Reprints	
☐ SHEENA #1	$5.95
☐ NATIONAL COMICS #1	$5.95
☐ JUMBO COMICS #1	$5.95
☐ HIT COMICS #1	$5.95
☐ FIGHT COMICS #1	$5.95
☐ WINGS COMICS #1	$5.95
☐ PHANTOM LADY #1	$5.95
☐ *FREE CATALOG*	FREE

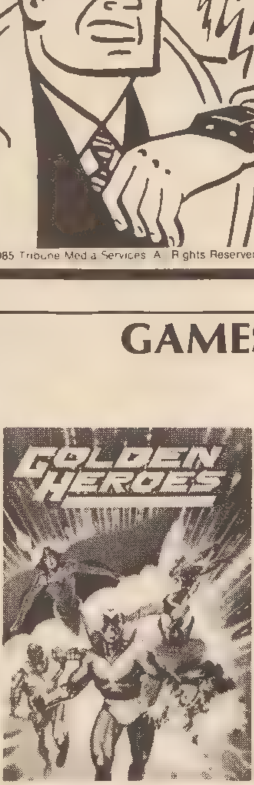
NAME ____________________

ADDRESS ____________________

CITY ____________________

STATE ZIP ____________________

GAMES WORKSHOP presents



Stock No. 1012 $13.00

GOLDEN HEROES

The Ultimate in Super-Hero role-playing has arrived. The action-packed boxed game includes the following:

1) **GOLDEN HEROES PLAYERS BOOK** – the 56 pages provide everything that the players need to know to create and play their Super-heroes: character creation; Superpower descriptions; combat notes; details of attributes; weaponry; character sheet; and more.

2) **GOLDEN HEROES SUPERVISORS BOOK** – the 84 pages provide everything the Supervisor needs to run the game: combat rules; Superpower notes, how to run a campaign; creating Thugs and Supervillains; a ready to play introductory adventure; and more.

3) **POLYHEDRAL DICE SET.**

GAMES WORKSHOP (U.S.)
9110 F Red Branch Rd.
Columbia, MD 21045 (301) 964-0262

GEPPI'S COMIC WORLD

SUBSCRIPTION SERVICE
1720-C Belmont Ave.
Baltimore, MD 21207
(301) 281-1144

VISA ____________

MASTER CARD ____________

EXPIRAT ON DATE ____________

NAME ____________

ADDRESS ____________

APT # ____ CITY ____________

STATE ____ ZIP ____________

HOME PHONE ____________

WORK PHONE ____________

I UNDERSTAND THAT MY SUBSCRIPTION BEGINS WITH THE NEXT AVAILABLE ISSUE OF EACH TITLE THAT I HAVE SELECTED.

____
(Signature)

____
(Parent's Signature, if under 18)

BACK-ISSUE CATALOG AVAILABLE-OVER 2 MILLION BOOKS N STOCK WATCH FOR OUR FALL 1985 CATALOG UPDATE.

HOW TO ORDER

1 - Put in, next to each title you want to receive, the number of copies you want to receive. (This will now be your standing order)

2 - Count the total number of books and put that number in the box below.

3 - Now see what plan that number of books fits into and check off that plan.

4 - If you are under Plan A, B or C, then return this entire form with the correct amount of deposit for the plan you are under to: GEPPI'S SUBSCRIPTION SERVICE. If you have enough books for Plan D, and you choose that plan, then just send the order form to us and we will inform you of the amount you need to send us in order to become prepaid. NOTE: changes in your order will be made ONLY upon written notification.

TOTAL NUMBER BOOKS ________

☐ PLAN "A" - 15 to 39 BOOKS
$10.00 DEPOSIT
SHIPPED MONTHLY
10% DISCOUNT
FREE PLASTIC BAG FOR EACH COMIC
YOU PAY SHIPPING CHARGES

☐ PLAN "B" - 40 to 69 BOOKS
$20.00 DEPOSIT
SHIPPED TWICE A MONTH
10% DISCOUNT
FREE PLASTIC BAG FOR EACH COMIC
YOU PAY SHIPPING CHARGES

☐ PLAN "C" - 70 OR MORE BOOKS
$30 00 DEPOSIT
SHIPPED WEEKLY
10% DISCOUNT
FREE PLASTIC BAG FOR EACH COMIC
YOU PAY SHIPPING CHARGES

☐ PLAN "D" - PREPAID
40 OR MORE BOOKS
SHIPPED TWICE A MONTH 10% DISCOUNT
FREE PLASTIC BAG FOR EACH COMIC WE PAY SHIPPING

*** A SUM EQUAL TO OR EXCEEDING THE AMOUNT OF EACH ORDER TO BE SHIPPED, MUST BE RECEIVED BY US BEFORE SHIPMENT IS RELEASED ***

MARVEL COMICS
Alpha Flight
Amazing Spiderman
_Avengers
Captain America
_Cloak & Dagger
Conan
Conan the King
_Dakota North
Daredevil
Dazzler
Defenders, New (X-Faxtor)
Dr Strange
Dr Who
Eternals
Fantastic Four
G.I Joe
_Groo The Wanderer
Hawkeye & the West Coast Avengers
_Hero
Incredible Hulk
Indiana Jones
Ironman
Kull
Marvel Age (News)
Marvel Fanfare
_Marvel Index
Marvel Tales
Micronauts
Moon Knight
New Mutants
Nick Fury vs. Shield
Peter Parker
_Powerman and Iron Fist
Power Pack
Red Sonja
_Rom Space Knight
Secret Wars II
_Star Wars
Thing
_Thor
_Transformers
Vision & Scarlet Witch
_Web of Spider-Man
X Men

MARVEL STAR COMICS
Crusty
_Ewoks
Fraggle Rock
_Heathcliff
Muppet Babies
_Peter Porker
Planet Terry
_Royal Roy
Strawberry Shortcake
_Wally the Wizard

MARVEL MAGAZINES
Epic Illustrated
_Savage Sword of Conan

EPIC
Alien Legion
_Bozz Chronicles
_Dreadstar
Elfquest

DC COMICS
_Action
_All-Star Squadron
_Amethyst
Arak
_Arion
Atari Force
_Batman
_Batman & Outsiders
Blue Devil
_Crisis/Infinite Earths
DC Challenge
_DC Presents
Detective
_Electric Warrior
Flash
_Fury of Firestorm
G.I Combat
_Green Lantern
Infinity, Inc.
_Justice League
Legion of Superheroes-Baxter
_'Mazing Man
New Teen Titans-Baxter
_Omega Men
Secret Origins
_Sgt. Rock
Star Trek
_Superman
Swamp Thing
_Talent Showcase
Tales of the Legion
_Tales of the Teen Titans
V
_Vigilante
Warlord
_Who's Who
Wonder Woman
_World's Finest

AARDVARK-VANAHEIM
_Cerebus

ARCHIE COMICS
_All Humor Titles

EAGLE COMICS
_Eagle Weekly (UK)
_Judge Dredd
2000 A D. Weekly (UK)

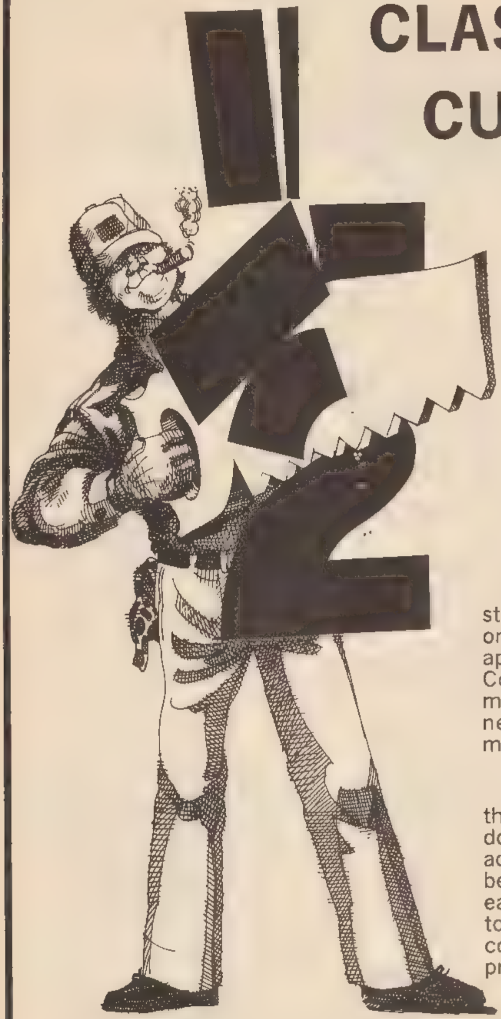
ECLIPSE
Aztec Ace
_DNAgents
Zot

FIRST
American Flagg
_Badger
E-Man
_Grimjack
Jon Sable
_Nexus
Starslayer

FANZINES/MAGAZINES
Amazing Heroes
_Comics Collector
Comics Interview
Comics Journal
Comics Review
_Dr Who Monthly
Fangoria
_Locus (SF News)
SF Movieland
Starburst
_Starlog

CONTINUING PAPERBACKS
_Dr Who

CLASSIFIED ADS CUT IN HALF



Only 10¢ A Word In The Winter Issue Of:

COMICS COLLECTOR

Now you can reach the national newsstand comics market — at half price. For only 10¢ a word, your classified ad can appear in more than 85,000 copies of Comics Collector. It will enjoy a three month newsstand exposure before the next issue comes out, giving you the maximum opportunity for response.

But this special offer is good only for the Winter issue of Comics Collector. So don't miss out, use the handy classified ad form on page 90 and mail your ad in before the September 3rd deadline. It's easy and it's a great opportunity for you to reach the largest quarterly newsstand comics publication audience — at half price.

Offer Good For The Winter Issue Of Comics Collector Only.

Ad Deadline Is September 3rd.

COMICS MARKETPLACE

4000 ANNOUNCEMENTS

LIKE TO see your name in print? We want to share some good news about you or your business with Comics Collector readers Just send us a letter telling in your own words how Comics Market Classifieds have brought you good results Write Department Good News, CC, 700 E State St., Iola WI 54990

DOCTOR WHO fans. Send SASE for list. Daleks K-9, more Dennis Henley, 5106 N Mango, Chicago, IL 60630

NORTH CAROLINA. Comics. BLB s, pulps records SF bought, sold, traded PH 919-683-3244 Books Do Furnish a Room, 215 North Gregson Street, (near Brightleaf Square take Gregson off 15-501 I-85). Durham NC 27701

CENTRAL PENNSYLVANIA'S full-line comics store. Open six days a week Back issues available. PH 717-737 5716 Capital City Comics, 900 Market St Lemoyne PA 17043

ALLENTOWN. READING area's favorite comic shop has expanded hours! Cap's Comic Cavalcade 19 East Main Street Kutztown, PA. Tues.-Friday 12-8, Sat 9-6 Over 40,000 back issues always in stock! We also carry a complete line of new comics and collectors supplies. Back issue discounts available

FREE SAMPLE copy of The Comix Emporium Newsletter, a news-monthly for comic fans Special offer 1/2 year for $1 25 (regular $1 80) C E.N Peter Drizhal, Box 2561 Silver Spring, MD 20902

COMIC TRIVIA Over 500 questions from Alpha-Fight to Zatanna! Test your comic I Q ! Send $2 95 to: A Weir 5214 South Madison Road, Madison, OH 44057

COMICS CLUB send us your current rosters. We'll send your members a free copy of The Comics Buyer's Guide comics fandom s only weekly newspaper! Write to The Comics Buyer s Guide Promotions Dept 700 E State St., Iola, WI 54990

GLORIA GALAXY, A Sexy Young Space Cadet Battles The Forces of Evil. For first issue, send $2 50 to Art Unlimited, Box 9007 South Bend, IN 46619

I'M CHECKING the interest in Fandom for professionally bound volumes of comics. If you'd be interested in purchasing volumes, contact me Thanks! Jerry Lindsay 1508 Scott Altus, OK 73521

4000 ANNOUNCEMENTS

COLLECTARAMA, A new concept, Friday Oct 4th. Lynchburg, Virginia Comics, toys, breweriana. PH 804-237-0393 Old Dominion Collectors, 115 Russell Drive, Lynchburg, VA 24502

JOIN THE Batman Fan Club. movies, TV and comics Send SASE for details to Phillip G. Sissan, 1118 68th St, So Birmingham, AL 35212

TO ALL my customers. thanks for a successfull first year! Scott Daydream Books, 218 West Market Street, Charlottesville, VA 22901

VIC-20 OWNERS. List your comics on your printer cassette containing program only, $5 Peter Finch, P O Box 227 Paradise New Foundland Canada A0A 2E0

VOTE FOR comics in 1985 N C A & T State University

NEW "LEAVE It To Beaver" trading cards, 60 cards in set For distribution information send to: Pacific Trading Cards, 7505 Olympic View Dr, Edmonds, WA 98020

APPLE II comic utility disk, handles inventory and other features! Cost for disk is $14.95 includes postage Sent within 72 hours. Includes instructions. If ordering, specify II+ IIe or IIc For more information on benefits. send SASE Keith Mickelson, R R. 1, Box 366, Park Rapids, MN 56470

OVER 375 home addresses of celebrities who usually send free, authentically autographed photos for the asking! Tested by 100's. Only $9 Jim Weaver 405 Dunbar Drive, Pittsburgh, PA 15235

SCIENCE FICTION, comic book trading card shows. August 17 at American Legion Carteret Ave and Bay Blvd., Seaside Heights NJ September 14 at American Legion, 21 Gully Road, Neptune NJ Admission 50 cents. For more information, call Ruth Campbell, PH 201 244-2923, NJ

"WHISPERS AND Shadows" #4 $1 75 ppd., #2 $1 75 ppd #3 $1 75 ppd. #1 4 $7 50 ppd. Send SASE for updated list or watch CBG for our ads! Oasis Comics 28 Indian St, Merritt Island, FL 32952

SAVE MONEY! Comics Northwest We will meet or beat the price of any ad in this Comics Collector! Just pick the lowest prices and give us a call. Back issues at 10-70% off Overstreet! Subscription service 25-50% off! Call or write PH 503-389-6195 Comics Northwest 220 S E Willow Bend OR 97702

4130 DC FOR SALE

FOR SALE: Collection of DC Comics dated 1977-81, Good to Fine condition Send mail-in bids on all 290 comics to Gary Pokorney, 1030 N Mayfield, Chicago IL 60651

DC COMICS, your choice, 75¢ each Action #414-550; Adventure #425-499 All-Star Squadron #2 45, Arak #1 31 Arion #1 30, Batman #263-385 Batman & Outsiders #2 25 Brave and Bold #121-199 DC Comics Presents #27-80: Detective #501-545, Flash #227 305 314-350, Fury of Firestorm #2 35, Green Lantern #90-140, 145-190; Jonah Hex #15-90, Justice League #156-240; Kamandi #1-59; Legion of Superheroes #301-320; New Teen Titans #30-49 Superman #255-399, Tarzan of the Apes #207 258 Warlord #50-95 Wonder Woman #222-325, Worlds Finest #283-315 Condition near Mint Mint Add $1 50 for postage All orders insured and guaranteed. Offer good thru 1985. while supply lasts. Send payment and list of what you would like A dealer since 1967 PH 602-830-1855 Ed Kalb P O Box 4111 Mesa, AZ 85201

PRICES SLASHED! Up to 60% off Titans, FF X-Men Warlord, Spider-Man and others! Send SASE for free catalog. We specialize in mail orders! Rocket City Comics. Box 90811, Rochester NY 14609

4141 DELL/GOLD KEY/WHITMAN WANTED

RIFLEMAN COMICS wanted! Am willing to part with autographs for #8, 11, 12, 13, 17 18. 20 etc. Samantha, 340 Camfield St Pittsburgh, PA 15210

4150 DISNEY FOR SALE

DISNEY'S BOUGHT and sold Over 10.000 books in stock with discounts of 10% to 50% Free catalog upon request Paying Fair prices for all Disney's in all grades. Wantlists welcomed PH 401 884 5930 Brett Morse. 22 Jay Drive, North Kingstown, RI 02852

HEROES Aren't Hard To Find™
THE CAROLINAS' COMIC SOURCE

HEROES SUBSCRIPTION SERVICE FEATURING DISCOUNTS OF 25%

• Free information from publishers, including Marvel Age • Complete selection including all independent publishers • Instant Credit • Fast, dependable service • Accurate bookkeeping • Exact shipping charges only •

FIND THE SOURCE

SEND FOR OUR SUBSCRIPTION FORM

HEROES HOTLINE

CBG Customer Service Award 1985

FOR NEWS, INFORMATION, LIST OF COMICS NEW THIS WEEK CALL THE HEROES HOTLINE! 704-372-HERØ

VISIT ONE OF OUR LOCATIONS
HEROES AREN'T HARD TO FIND

1214 Thomas Ave.
Charlotte, NC 28205
704/375-7462

1003 Brookstown Ave.
Winston-Salem, NC 27101
919/724-6987

133½ E. Franklin St. #211
Chapel Hill, NC 27514
919/942-8645

1415-A Laurens Rd.
Greenville, SC 29607
[redacted]

PLEASE DIRECT ALL SUBSCRIPTION AND SUPPLY ORDERS TO THE CHARLOTTE LOCATION.

UPDATED PRICE GUIDE EACH ISSUE
Sports Collectors Digest
Inside This Issue
Published Every Two Weeks!

Thousands of baseball cards for sale . . .

every two weeks in **Sports Collectors Digest,** the hobby's oldest and largest publication!

Each issue contains free of charge the **SCD Price Guide** with more than 10,000 baseball card values — 1948 to present! Topps, Bowman, Fleer, Donruss and special sets are covered.

Historical articles, interviews with players, helpful collecting columns and a huge baseball card show calendar round out each issue.

Over 200 pages in each issue of **Sports Collectors Digest!** Send for a **FREE SCD** sample today or subscribe on our money-saving offer below!

Sports Collectors Digest

Circulation Department
700 E. State Street
Iola, WI 54990

Clip and mail with payment to
Sports Collectors Digest
Circulation Department
700 E. State Street
Iola, WI 54990

( ) Send FREE issue
( ) **INTRODUCTORY OFFER** — 13 issues (½ year) just $10.95 **(SAVE $21.55 off $2.50 cover price)**
( ) New subscription
( ) Renewal/extension
( ) Check or money order enclosed
( ) Charge to MasterCard/VISA

Acct. No ____________
Expires. Mo ________ Yr ________
Signature ____________
Name ____________
Address ____________
City ____________
State ________ Zip ________

Foreign addresses, including Canada and Mexico, please add $10 for extra postage and handling. All payments must be made in U.S funds or by a check drawn on a U S. bank. This offer ends August 31, 1985. Write for rates after that date. BAV

Published every two weeks!

THIS MIGHTY INCH
can be yours for a little as
$14.00 per week!
Call Virginia Craig at 828-7393
for details about Spectator classifieds!

Oasis Comics

REMEMBER!
ONLY IN
THE NEXT 'COMICS COLLECTOR'!
REACH A NATIONAL NEWSSTAND AUDIENCE
FOR ONLY 10¢ PER WORD!
(DETAILS ON PAGES 84 and 90.)

COMMODORE 64 OWNERS

My comic inventory/investment program can keep track of thousands of comics while storing important investment information such as cost, current value, and net value. The program can display specific titles, publishers or the entire collection and the output can be directed to screen or printer. Additions, deletions and corrections can be made in seconds. The program costs only $10 and comes complete with instructions. Specify tape or diskette.

RANDY BELL, 183 Branch Road, Belle WV 25015

DC, Marvel, EC, Classics, Westerns, Silver Age, Back Issues. Send SASE for list.

PHOENIX ENTERPRISES
RD 1, Box 90, Houghton, NY 14744

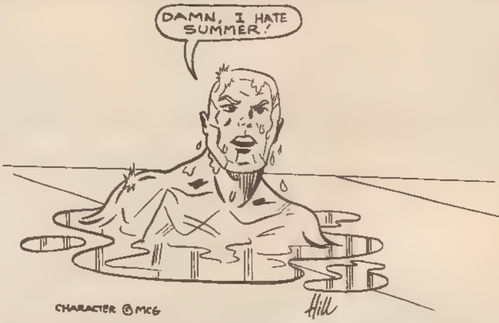
FREE COMIC CATALOG. LOW PRICES. ALL KINDS. I LIKE TO TRADE TOO. MONEY-BACK GUARANTEE. SPECIAL BONUS. SEND AN EXTRA 22¢ STAMP TO:

DAVE YARUSS
7916 Blue Lake Drive, San Diego, CA 92119

Marvel Secret Wars #1 ....$1.25
Crisis of Infinite Worlds #1 ....1.25

Over 20,000 comics in stock. Write for list before ordering. Send 22 cents in stamps for list to.

BRETT FRYMIRE
750 Sylvan #38
Mountain View, CA 94041



NEW ENGLAND COMICS
BARGAIN-PRICED COMICS FOR SALE

"SEE OUR BIG AD ON PAGE 7
For Order Info & More Great Comics!"

The following comics are all 80 cents apiece. If you order 50 or more you pay only 75 cents apiece, 100 or more, only 70 cents apiece! Great comic-reading bargains!

ACTION 540-up, ADVENTURE 467-499, ALL STAR 59-74, AMETHYST [old] 1-12, [new] 1-up, AQUAMAN 57-63, ARAK 1-up, ARION 1-up, ATARI FORCE 2-20, A-TEAM 1-3, BARREN EARTH 1-4, BATTLESTAR 1-23, BLACK PANTHER 2-11, BLUE RIBBON 1-14, BRAVE & BOLD 151-199, CAPT. AMERICA 201-246, 256-up, CAPT. CARROT 1-20, CAPT. MARVEL 50-62, CONAN 101-114, 116-up, CRYSTAR 2-10, DAZZLER 22-37, 39-up, DC PRESENTS 27-up, DEFENDERS 101-124, 127-up, DETECTIVE 501-up, E-MAN 1-20, ETERNALS 2-19, FLASH 314-349, GARGOYLE 1-4, GHOST RIDER 51-81, GODZILLA 2-24, GREEN LANTERN 162-up, HAWKMAN(Limited) 1-4, HOWARD DUCK 11-31, HUMAN FLY 2-19, HULK 251-299, 301-up, INDIANA JONES 1-up, INVADERS 6-41, JEMM 1-12, JONNI THUNDER 1-4, KAZAR all, MACHINE MAN 2-17, 19, (LS) 1-4, MARS 1-11, MARVEL TALES 139-up, MARVEL TWO-IN-ONE 56-82, 85-99, MASTER OF KUNG FU 41-99, 101-125, MICRONAUTS 2-34, 39-59, MOON KNIGHT 2-14, 26-34, 36-40, NEW ADVS. SUPERBOY 1-59, NEW TALENT 1-15, NOVA 2-25, OMEGA MEN 2-29, OMEGA 2-10, POWER LORDS 1-4, POWER MAN 51-56, 58-74, 76-up, RAIDERS 1-4, RED TORNADO 1-4, ROCKET RACOON 1-4, ROM 33-49, 51-up, SHAZAM 1-35, SHE-HULK 2-25, SPIDER-WOMAN 2-36, 39-49, STARRORS 1-4, Star Comics all [except Peter Porker 1,2] STAR WARS 65-99, SUBMARINER 41-72, TARZAN 2-29, Movie 1, 2, TEAM AMERICA 1-12, TOMB OF DRACULA 41-49, 51-69, 2001 1-10, US1 1-12, WARLORD 53-up, WONDER WOMAN 288-299, 301-up, WORLDS FINEST 283-299, 301-up

4161 EC WANTED

NOSTALGIA PRESS reprint book. Horror Comics of the 50's. dust jacket preferred, but not necessary, Fine+ or better Greg Hohnholt, 33 Pitcairn Rd., Brick, NJ 08723

4180 FOREIGN FOR SALE

AUSTRALIAN EDITION DC comics. Collect something different! Sample pack eight for $8 mailed. Visa Mastercard accepted Graham Lockley Box 65, Spit Junction 2088 N S W Australia

4210 MARVEL FOR SALE

X-MEN SALE 94 up. low prices Many other key Marvels old and new Send for list. Delmar Johnson, 14 Halsted Street, Second Floor, East Orange, NJ 07018

MARVEL SETS at cover prices, VF-nr Mt condition. Daredev #183 184. 187 $1 80 Marvel Universe #1-7, 11-15, $12 Super-Heroines. Dazzler #1 Marvel Two-In-One #85, She-Hulk #25, Spider Woman #50 $3.10 Checks must clear Paul E Kusnerik, R D 3. Box 90. Beaver Falls, PA 150.0

MARVELS, DC'S, Alternatives sets singles, selling, trading! Send your wantlist, trade list! Don Bratetic, 4318 Monroe, Omaha NE 68107

ATTENTION! WE have the best selection of back issue comics and the best service available on Long Island New issues every week Free comic reserve service PH 516-981-0253. Bush's Hobbies, 414 Hawkins Ave , Lake Ronkonkoma, NY 11779

4211 MARVEL WANTED

MISSING A current or back issue of your favorite DC or Marvel Superhero Send SASE for list. Pat Osborne, 28 Whitney Drive Woodstock, NY 12498

GI JOE, X-Men, other comics wanted We buy, trade. Send list with prices, conditions. Or look for us at the Rt 70 Flea Market in Lakewood, Stevenson and Campbell, 827 Prospect Ave., Pine Beach NJ 08741

4250 WAR FOR SALE

DC WAR comics for sale 1956-82 Send wantlist to. Danny Bourgeois. Route 8. Box 726, Gonzales LA 70737

4301 GOLDEN AGE WANTED

1930'S-1962 comic books Nobody anywhere pays more! BLB's, Sunday Funnies pulps. movie TV magazines. bought and sold, forty page catalog $1 25 (refundable) PH 416-222-5808 Ken Mitchell. 710 Conacher Drive, Willowdale, Ontario, Canada M2M 3N6.

SMASH, AIRFIGHTERS, Military Master, Crack, Green Lama, Golden Boy Meskin Black Terrors. Comics wanted. David Pardee 560 Shepard, Hamden, CT 06514.

4310 SILVER AGE FOR SALE

1000'S OF Mint comics released from my collection $1 puts you on my mailing list to receive periodic computer listings always up-to-date Jerry Bails, 21101 E. 11 Mile Rd., St Clair Shores, MI 48081

4320 GENERAL FOR SALE

COMICS POSTCARD collectors - find the comics postcards you're looking for from all eras in Postcard Collector! Thousands of postcards for sale in each issue Plus articles columns, show calendar Published monthly Free sample copy 1 year (12 issues) $9 95 Postcard Collector, Circulation Dept AFH, 700 E State St., Iola, WI 54990

TV GUIDES. 1953-1985 Every issue in stock. Any article located, 42 page illustrated catalog $3 TV Guide Specialists, Box 20-CC, Macomb, IL 61455

LOOSE LEAF checklist or record keeper Record what you have, 5½x8, $3 50 per hundred postpaid Forest's, Box 28343, Gladstone, MO 64118.

PRIVATE COLLECTOR selling entire collection 1800+ comics, all carefully cared for DC, Marvel from 1960 on One-half Overstreet value, $1,200 or best offer $1 for detailed listing 6409 Richmond, Dallas, TX 75214

FREE COMIC catalog. Low prices. All kinds. I like to trade too Money back guarantee Special bonus. Send an extra 22¢ stamp to Dave Yaruss, 7916 Blue Lake Drive, San Diego, CA 92119

PRIVATE COLLECTOR selling collection Send SASE for a full catalog. Marvel. DC and others. 1052 Inland Drive, Vermilion, OH 44089

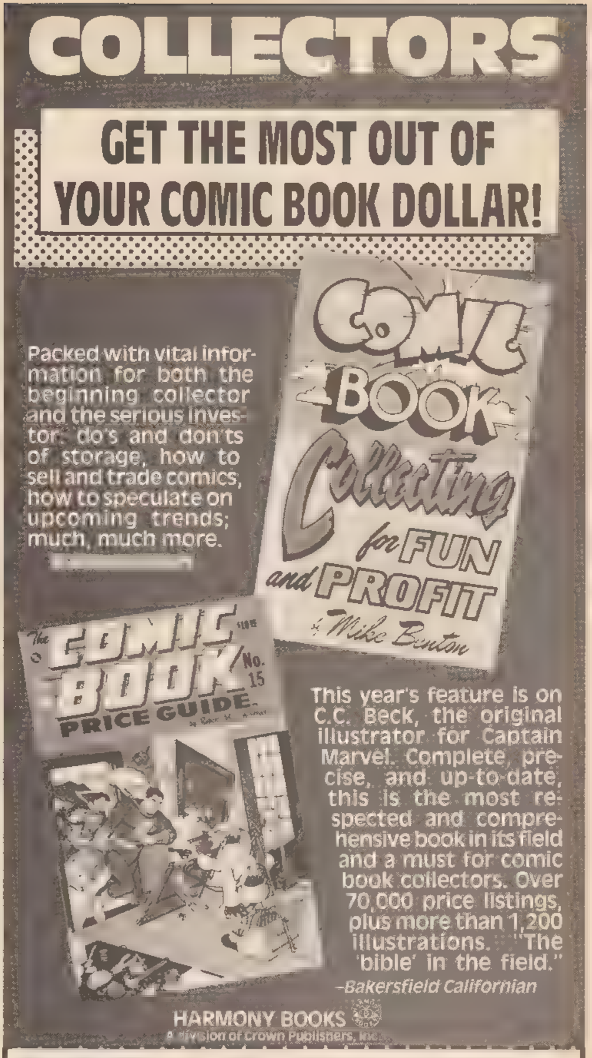
COMIC BOOK - bought, sold and traded. Our catalog is free! Write. John S Iavarone 44 Jefferson Road, Glenmont, NY 12077

COMICS SELLOUT! Marvel, DC, EC, Disney more! Key issues, top artists lesser grades, bargain pries! Catalogs #5 only $1! HM Levy, Box 197-K, East Meadow, NY 11554

COMICS AND related - 1900's to present Marvel, DC, Independents Golden Age. Buy/sell/trade Latest list 25¢ Seth Spivak, P.O. Box 109, Franklin Square, NY 11010

FREE SUPERHERO postcard! When you send 25¢ for our huge catalog. Castle Comics, 67 W Broadmoor Dr , Littleton CO 80120

GRAB BAGS, 100 different Marvels, $26, 100 different DC's $25 100 different mixed publishers $21 50. Prices include postage All comics VG Mt. 49 page wholesale catalog (Comics Monster Mags etc.) $1 Retail catalog $1 25 Passaic Book Center 594 Main Ave., Dept. CC4, Passaic, NJ 07055



COLLECTORS
GET THE MOST OUT OF YOUR COMIC BOOK DOLLAR!
COMIC BOOK Collecting for FUN and PROFIT
Mike Benton
The COMIC BOOK PRICE GUIDE
$10.95
No. 15

Packed with vital information for both the beginning collector and the serious investor: do's and don'ts of storage, how to sell and trade comics, how to speculate on upcoming trends; much, much more.

This year's feature is on C.C. Beck, the original illustrator for Captain Marvel. Complete, precise, and up-to-date, this is the most respected and comprehensive book in its field and a must for comic book collectors. Over 70,000 price listings, plus more than 1,200 illustrations. "The 'bible' in the field."
–Bakersfield Californian

HARMONY BOOKS
A division of Crown Publishers, Inc.

CROWN PUBLISHERS, INC., Dept 960, 34 Engelhard Ave., Avenel, N.J. 07001

Please send me the book(s) indicated below. I enclose check or money order for $ plus $1 00 postage & handling per book. 10-day money-back guarantee

☐ COMIC BOOK COLLECTING FOR FUN AND PROFIT, $8 95
☐ THE COMIC BOOK PRICE GUIDE #15, $10 95

Name
Address
City State Zip
N.Y. and N.J. residents, add sales tax

The best in hobby periodicals from Krause Publications!

(Rates listed are for one year subscriptions in the U.S. only. Please write for rates to non-U.S. addresses.)

FOR COIN AND PAPER MONEY COLLECTORS

☐ Numismatic News (weekly) ... $23.00
☐ World Coin News (weekly) $20.00
☐ Coins Magazine (monthly) $16.00
☐ Coin Prices Magazine (bimonthly) $9.50
☐ Bank Note Reporter (monthly) $14.50

FOR ANTIQUE AUTO BUFFS

☐ Old Cars Weekly $21.50
☐ Old Cars Price Guide (quarterly) $9.00

FOR SPORTS MEMORABILIA COLLECTORS

☐ Sports Collectors Digest (biweekly) $21.50
☐ Baseball Card News (monthly) $15.00
☐ Baseball Cards Magazine (quarterly) $8.95

FOR COMICS COLLECTORS

☐ The Comics Buyer's Guide (weekly) $22.00
☐ Comics Collector w/price guide (quarterly) $8.95

FOR RECORD COLLECTORS AND MUSIC LOVERS

☐ Goldmine Magazine (biweekly) $35.00

FOR POSTCARD COLLECTORS

☐ Postcard Collector (monthly ... $9.95

FOR MAGAZINE AND PAPER EPHEMERA COLLECTORS

☐ Magazine Collectors' Marketplace (monthly) $12.00

To subscribe, send payment with this form or write to:

Krause Publications
Circulation Dept. CQ
700 E. State Street
Iola, WI 54990

Name ____________________

Address ____________________

City ____________________

State __________ Zip __________

For advertising rates, write the advertising dept. or call 715-445-2214

Charge customers, call toll-free: 1-800-258-0929 (for ordering subscriptions only)

4320 GENERAL FOR SALE

ENTIRE COMIC collection. Early seventies, Marvel, DC, Harvey, Richie Rich, others. Over 300 #1 issues, Mint. Also misc. #1 issue magazines. SASE please. Inge Ballard, 2001 Meadowcreek, Plano, TX 75074

100 DIFFERENT Mint comics only $19.95, sent UPS. Many DC, Marvels, Super-heroes, etc. Guaranteed to please. Try two packs (zoo) comics $35. Order today. From: Pantechnicon, Box 1038, Agoura, CA 91301

MARVEL, DC and others, old and new. Mint multiples of many recent Marvels. Send 50¢ for complete list. Mike Swindler, R D 3, Box 121-S, Hanover, PA 17331

TARZAN BELT buckles, set of 12 from 1975, show slight aging, $59.95 per set. Sample for $7.50. John Rose, P O Box 728, LaCrosse, KS 67548

ATTENTION! WE have the best selection of back issue comics and the best service available on Long Island. New issues every week. Free comic reserve service. PH 516-981-0253. Bush's Hobbies, 414 Hawkins Ave., Lake Ronkonkoma, NY 11779

4321 GENERAL WANTED

IDEAS, INVENTIONS, technology wanted! Call free. PH 800-528-6050. Canada PH 800-528-6060 X831, PA

THREE STOOGES comics. I will buy entire stock all issues. Other stage items also wanted. Doug Keim, Box 894, Norwood, MA 02062

4322 GENERAL TO TRADE

GIVING DOUBLE value investment quality stamps for your Mint Classics/Starwars comics, gum cards, coins, wrappers. Satisfaction guaranteed. Donald R. Harris, Box 833CC, Naperville, IL 60566-0833

4400 ORGINAL ART FOR SALE

RARE ORIGINAL UB Iwerks (Disneys Early Partner, First Animator of Mickey Mouse) pencil cels from cartoons made in the mid-thirties, two different cels, both only $85. Money orders only. No checks! Bill Leach Studios, 215 Armstrong, Lakeport, CA 95453

WOW! EIGHT original daily strips, my choice, $25 plus $3 handling. Stewart Morris, 6237 Pine Cone Court, Foresthill, CA 95631

SELLING ORIGINAL Marvel & D.C. comic book artwork. Over 7,000 covers, pages, complete stories, strips including G.I. Joe, Secret Wars, Spiderman, Hulk, Conan, X-Men, Alpha Flight, Defenders, Star Trek, Daredevil, Arak, Omega-men, Shogun Warriors and more. Open 1-6 Tuesday-Sunday. PH 415-344-1536. For complete catalog send $2 to San Mateo Comic Books, Baseball Cards & Original Art, 45 North B St., San Mateo, CA 94401

4401 ORIGINAL ART WANTED

HELP ME, please find the original art for Superman 401, page 7. I'm still looking. PH 415-368-9070. Jim Guida, 639 Adams St., Redwood City, CA 94061

4410 BIG LITTLE BOOKS FOR SALE

BIG LITTLE books for sale. Private collection. Send SASE for prices, etc. Larry Hornberger, 4072 Big Tree Rd., Hamburg, NY 14075.

4420 BOOKS GENERAL FOR SALE

LATEST CATALOGUE. Our lowest prices ever on movie posters, stills, slides, comics, vintage paperbacks and magazines, records and radio show cassettes. Emphasis on the obscure. 39 page catalogue $1 refundable with order. Blue Glade Productions, 14300 John Clagett Drive, Accokeek, MD 20607

DOC SAVAGE and Avenger paperbacks for sale, complete set only, good condition, $200. W. Green, P O Box 204, Lenzburg, IL 62255

COLLECTIBLE PAPERBACKS: Thousands available from vintage to TV tie-ins. Wantlists are always welcome. Stout hardcover firsts wanted. John Garbarino, 118 Cedar Lane, Teaneck, NJ 07666

DOC SAVAGE, The Shadow. We publish books on Heroes and pulp reprints available nowhere else. Send stamped envelope for catalogue. Odyssey, Box G 148, Greenwood, MA 01880

4421 BOOKS GENERAL WANTED

I BUY collections of science fiction & horror material: ie art books, calendars, digests, hardbacks, paperbacks, portfolios, prints, etc. Must be in very nice condition. Quote to: L D Dick, Box 3711, Bartlesville, OK 74006

4701 TOYS GAMES WANTED

GAMES WANTED! Wargames, "Family", etc. by Avalon Hill, SPI, GDW, Parker, etc. Gaming magazines too. Trading cash, comics, games for items I want. HML, Box 197-K, East Meadow, NY 11554.

LITTLE LULU dolls and items. Dr. Who dolls. Jo Abrams, 6856 Tripp, Lincolnwood, IL 60646

4800 FANZINES FOR SALE

VISIONS FROM Hell! The ultimate manifestation of macabre fiction. These beautifully illustrated, limited eidition chapbooks (only 1,000 signed and numbered copies) are $3 each from Steven K. Mitchell, 21 Washington Street, Tupper Lake, NY 12986

ATLANTA FANTASY FAIR

©1983 STERANKO

AUGUST 3-5 OMNI HOTEL & WORLD CONGRESS CENTER

OUR 11TH YEAR! THE SOUTH'S LARGEST CONVENTION FOR COMICS FANS!

30 Guests, including:

WENDY PINI
WILL EISNER
JIM STARLIN
TIMOTHY TRUMAN
JOHN OSTRANDER
DENNY O'NEIL
ARCHIE GOODWIN
ROD WHIGHAM
BOB BURDEN
COLLEEN DORAN
CARL POTTS
RICH RANKIN
NEIL VOKES

JUNE CHADWICK
(V's Lydia)
JIM DANFORTH
KEN RALSTON
FRANK MARSHALL
ROBERT ASPRIN
FREDERICK POHL
LAWRENCE WATT-EVANS
KELLY FREAS

Events Include

ART EXHIBITIONS
COSTUME CONTEST
FANTASY FILM FESTIVAL
AMATEUR FILM FEST
FANTASY GAMING
DRAW-OFF
GIGANTIC DEALERS ROOM
STAR TREK & DR. WHO
and much more

epic ILLUSTRATED

Enter our Epic Competition for short graphic stories - the winner will be purchased for publication in Epic Magazine!

Omni Hotel special rate of just $57 for 1-4 people! Fantasy Fair memberships $28 for all 3 days, $19 for Sat. & Sun., and $10 for Sunday only. For free Progress Report, call (404) 425-8095 & leave your address or send SASE to PO Box 566, Marietta, GA 30061

4900 NEWSPAPER—STRIPS FOR SALE

COMIC STRIP collector's bi-monthly magazine. Our 3rd year of publication. Subscription $8 (sample $2). "Funnies Paper", 4419 N. Atlantic Circle, N. Ft. Myers, FL 33903.

4910 NEW COMICS BY MAIL FOR SALE

PAY LESS for new comics with our mail-order service. Send for order form. PH: 603-431-06828. The Comic Relief, Dept. MSS, 54 Bridge St., Portsmouth, NH 03801.

4913 NEW COMICS BY MAIL MAIL BID

SAVE MONEY! Send a SASE for our latest auction list. Hundreds of titles every list. Including rare EC, Golden and Silver Age comics. Comics Northwest, 220 S.E. Willow, Bend, OR 97702.

ADVERTISER'S INDEX

A
Alternate Worlds 9
American Comics 3
Atlanta Fantasy Fair 88
B
Bell, Randy 86
Blackthorne Publish 82
Books to Furnish A Room 86
Bud Plant, Inc. 92
C
Cavallo, Charles 16
Comic House, The 89
Comic Master, The 91
Comics Buyers Guide 58
Comics Collector 35, 84, 89
Comics Unlimited 81
D
D C Comic Library 11
Direct Marketing 2
E
E. Gerber Prod., Inc. 89
East Coast Comics 79
F
Frymire, Brett 86
G
Games Workshop (US) 82
Geppi's Comic World 83
H
Harmony Books 81
Heroes Aren't Hard 85
K
Koch, Joseph & Peter 12
Krause Publications 88
M
Marvel Comics Group 13
Mayfair Games 15
Moondog's Comics 5
N
New England Comics 7, 86
O
Oasis Comics 86
P
Phoenix Enterprises 86
S
Showcase Enterprises 14
Sports Collector Dig 86
Styx Comic Service 46, 47
T
Thompson, Allen 90
W
Warp Graphics 21
Y
Yaruss, David 86

The Comic House
Dept. CCS
11837 Marshall St.
Culver City, CA 90230

For list of comic books, 1960 through present, FOR SALE, Please send stamped, self-addressed envelope.

★ **CELEBRITY ADDRESSES** ★

Write directly to your favorite Movie Stars and T.V. Personalities! 500 Home Addresses, $3.

ALLEN THOMPSON
486 Marywood Dr.
Alpena, MI 49707

FOR A WEEKLY SUPPLEMENT TO 'COMICS COLLECTOR' — ORDER A 'COMICS BUYER'S GUIDE' SUBSCRIPTION!

E. Gerber Products, Inc.

P.O. BOX 906M • MINDEN, NEVADA 89423 • TEL. (702) 883-4100 OR P.O. BOX 2005 • CARSON CITY, NEVADA 89702

1. Send for FREE Comic Auction and Sale Catalog. The worlds largest and finest quality collections.

2. Selling Service: We will sell **your** collections for **you**. Request Details.

AUCTION
ONE!
TWO!
THREE!

3. We restore and preserve your valuable comic books.

FREE CATALOG
Actual, Copies of our Work.

ACTION COMICS
ACTION COMICS

$OLD™
The Collector's Price Book
1st Edition

4. A new catalog of prices for comic books, magazines, original art, Sunday funnies, and other collectibles — $13.95.

SPECIAL Prepublication price $9.95 (add $1.50 for postage and handling.)

ORDER NOW

5. Send us prices (over $5.00) that you paid for collectors items. We'll list **you** as a contributor to our price book.

85,000 Copies Distributed Nationally . . .
Advertise in Comics Collector

• Classifications

ANNOUNCEMENTS
4000 Announcements
PERSONALS
4005 Personals
COMICS
4100 Archie, For Sale
4101 Archie, Wanted
4102 Archie, To Trade
4103 Archie, Mail Bid
4110 Black & White, For Sale
4111 Black & White, Wanted
4112 Black & White, To Trade
4113 Black & White, Mail Bid
4120 Classics, For Sale
4121 Classic, Wanted
4122 Classics, To Trade
4123 Classics, Mail Bid
4130 DC, For Sale
4131 DC, Wanted
4132 DC, To Trade
4133 DC, Mail Bid
4140 Dell/Gold Key/Whitman, For Sale
4141 Dell/Gold Key/Whitman, Wanted
4142 Dell/Gold Key/Whitman, To Trade
4143 Dell/Gold Key/Whitman, Mail Bid
4150 Disney, For Sale
4151 Disney, Wanted
4152 Disney, To Trade
4153 Disney, Mail Bid
4160 EC, For Sale
4161 EC, Wanted
4162 EC, To Trade
4163 EC, Mail Bid
4170 Fawcett, For Sale
4171 Fawcett, Wanted
4172 Fawcett, To Trade
4173 Fawcett, Mail Bid
4180 Foreign, For Sale
4181 Foreign, Wanted
4182 Foreign, To Trade
4183 Foreign, Mail Bid
4190 Harvey, For Sale
4191 Harvey, Wanted
4192 Harvey, To Trade
4193 Harvey, Mail Bid
4200 Humor/Funny Animals, For Sale
4201 Humor/Funny Animals, Wanted
4202 Humor/Funny Animals, To Trade
4203 Humor/Funny Animals, Mail Bid
4210 Marvel, For Sale
4211 Marvel, Wanted
4212 Marvel, To Trade
4213 Marvel, Mail Bid
4220 Science Fiction, For Sale
4221 Science Fiction, Wanted
4222 Science Fiction, To Trade
4223 Science Fiction, Mail Bid
4230 Timely, For Sale
4231 Timely, Wanted
4232 Timely, To Trade
4233 Timely, Mail Bid
4240 Underground, For Sale
4241 Underground, Wanted
4242 Underground, To Trade
4243 Underground, Mail Bid
4250 War, For Sale
4251 War, Wanted
4252 War, To Trade
4253 War, Mail Bid
4260 Western, For Sale
4261 Western, Wanted
4262 Western, To Trade
4263 Western, Mail Bid
4300 Golden Age, For Sale
4301 Golden Age, Wanted
4302 Golden Age, To Trade
4303 Golden Age, Mail Bid
4310 Silver Age, For Sale
4311 Silver Age, Wanted
4312 Silver Age, To Trade
4313 Silver Age, Mail Bid
4320 General, For Sale
4321 General, Wanted
4322 General, To Trade
4323 General, Mail Bid
MISCELLANEOUS
4400 Original Art, For Sale
4401 Original Art, Wanted
4402 Original Art, To Trade
4403 Original Art, Mail Bid
4410 Big Little Books, For Sale
4411 Big Little Books, Wanted
4412 Big Little Books, To Trade
4413 Big Little Books, Mail Bid
4420 Books — General, For Sale
4421 Books — General, Wanted
4422 Books — General, To Trade
4423 Books — General, Mail Bid
4500 Supplies, For Sale
4600 Reprints, For Sale
4601 Reprints, Wanted
4602 Reprints, To Trade
4603 Reprints, Mail Bid
4610 Portfolios/Posters, For Sale
4611 Portfolios/Posters, Wanted
4612 Portfolios/Posters, To Trade
4613 Portfolios/Posters, Mail Bid
4700 Toys, Games, For Sale
4701 Toys, Games, Wanted
4702 Toys, Games, To Trade
4703 Toys, Games, Mail Bid
4800 Fanzines, For Sale
4801 Fanzines, Wanted
4802 Fanzines, To Trade
4803 Fanzines, Mail Bid
4900 Newspaper Strips, For Sale
4901 Newspaper Strips, Wanted
4902 Newspaper Strips, To Trade
4903 Newspaper Strips, Mail Bid
4910 New Comics By Mail, For Sale
4911 New Comics By Mail, Wanted
4912 New Comics By Mail, To Trade
4913 New Comics By Mail, Mail Bid

Classified Advertising Rates

NUMBER of Words	1 Time	4 Times
1-25	$5.00	16.00
26-30	6.00	19.20
31-35	7.00	22.40
36-40	8.00	25.60
41-45	9.00	28.80
46-50	10.00	32.00
51-55	11.00	35.20
56-60	12.00	38.40
61-65	13.00	41.60
66-70	14.00	44.80
71-75	15.00	48.00
76-80	16.00	51.20
81-85	17.00	54.40
86-90	18.00	57.60
91-95	19.00	60.80
96-100	20.00	64.00
101-110	22.00	70.40
111-120	24.00	76.80
121-130	26.00	83.20
131-140	28.00	89.60
141-150	30.00	96.00

Take 50% off 1 Time rates for Winter Issue!

20¢ Per Word Over 150 Words
$5.00 Minimum Charge Any Ad — Choose From Over 120 Classifications

Sample Word Count Ad:

Action	#1	Mint	offers	over	$13,000.	Joe	Doe	700 E.
1	2	3	4	5	6	7	8	9
State	St.,	Iola,	WI	54990	715-445-2214			
10	11	12	13	Free Zip	14			

CLASSIFIED REQUIREMENTS: Please print and punctuate. Not responsible for errors due to longhand or illegible copy. Abbreviations count 1 word each, hyphenated words count as 2 words. Zip Code free. Advertiser must file permanent or business address with publisher before placing P.O. box address ad.

PRINT YOUR AD HERE

Please insert the following advertisement under the # ________ Classification.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

IMPORTANT — Include name and address exactly as you wish it to appear. In all ads where you use a box number as your address we require — for our records only — your complete name and street address.

Number of words ______ x Number of Classification _____ - Total Enclosed $

PAYMENT WITH COPY ON CLASSIFIED ADS

Display Advertising Rates

Space		1 Time	4 Times
1	inch	$23.00	$21.70
2		43.00	38.70
3		62.00	55.80
4		81.00	72.90
5	1/6 Page	99.00	89.10
6		116.00	105.40
8		152.00	136.80
10	1/3 Page	185.00	166.50
12		220.00	198.00
15	1/2 Page	270.00	253.00
20		350.00	315.00
30	Full Page	495.00	445.50

• Display Advertising Requirements

All advertising orders are accepted subject to the terms and provisions of the current rate card. Krause Publications, Inc., reserves the right to decline advertising or suspend advertising privileges for such periods of time as in their discretion they see fit, for any reason whatsoever, irrespective of the validity of the reasons for such declination or suspension. The forwarding of an order is construed as an acceptance of all rates and conditions under which advertising is at the time sold. The publisher will not be bound by any conditions, printed or otherwise, appearing on any order for advertising space, billing instructions or copy instructions, which conflict with its policies. Advertisers and advertising agencies assume liability for all content (including text representation and illustrations) of advertisements printed, and also assume responsibility for any claims arising therefrom made against the publishers. It is the advertiser's or agency's responsibility to obtain appropriate releases on any item or individual pictured in their advertising. All agreements are subject to strikes, accidents, fire, acts of God, or other contingencies beyond the publisher's control.

ADVERTISING AGENCIES: Payment must be submitted with copy. A 15% discount is allowed on camera ready copy.

• General Advertising Conditions

The publisher reserves the right to edit any advertising copy to conform with its standard advertising policies, and to reject any ad which in its opinion is unethical or objectionable for any reason. This publication does not guarantee and disclaims all knowledge of the right of seller or buyer to contract. The prices quoted in any ad are subject to change without notice in response to fluctuating market conditions. Typewritten copy is preferred. The publisher is not responsible for errors resulting from longhand or illegible copy, or changes submitted by telephone. The publisher's liability for any error shall not exceed the cost of the space occupied by that error. Post Office box number ads are allowed, but the permanent home address or place of business of the advertiser must be filed with the publisher before any such advertisements may be presented. Minors are required to furnish a certificate of responsibility from their parents or guardian before their advertising can be accepted.

Advertisments offering prizes, grab bags or contests of any nature, are not acceptable unless prior written approval has been obtained from the U.S. Postal System, Washington, D.C. Advertisements offering modern copies, restrikes, reproductions or fantasy pieces which violate the Hobby Protection Acts are not acceptable.

• Proof of Publication

Tear sheets of new display ads are not mailed. We regret we cannot provide this service to classified advertisers and continue to maintain low classified rates.

• Typesetting, Pictures, Borders, Logos

All of the above services are available free along with custom layout of ads. Contact our advertising department at 715-445-2214 for details.

No. 10 Cover Ad Deadline: August 26
No. 10 Interior Ad Deadline: September 3

• Credit Cards

We accept the following in payment for advertising:

VISA
master charge THE INTERBANK CARD

PHONE: 715-445-2214
MAILING ADDRESS:

Comics Collector
700 East State St.
Iola, WI 54990

JOURNEY INTO MYSTERY #1
FANTASTIC FOUR #1
X-MEN #1
BATMAN #1
SUPERMAN #1
WORLDS BEST #1

GERRY ROSS

THE COMIC MASTER

P.O. Box 4953
St. Laurent, (Montreal), Quebec
Canada, H4L 4Z6
(514) 482-2752

CBG
Customer Service
Award — 1985

WORLD'S RAREST COMICS. PERIOD.

THE COMIC MASTER EXPLODES!!!!

BIG 15% DISCOUNT

WHEN YOU HAVE 1,000,000 comics, magazines, and big little books, you just gotta EXPLODE. OUR STOCK IS SECOND TO NONE, BOTH IN DEPTH AND QUALITY!
I DARE YOU to match my prices with anyone. For quality and depth of stock I can't be beat! NOBODY (AND I MEAN NO-BODY) can match my MARVEL inventory! Up to 100 issues per comic number, and that includes early Marvels!!!

TERMS FOR ORDERING: All comics below are in solid Fine to Mint condition, with most being Near Mint. Choose the comics you want, add prices carefully, and add $3.00 postage costs. Be prepared to receive EXCEPTIONAL CONDITION comics!

AND REMEMBER!!! I still have the rarest comics in the comic world at any one time! Comics are so rare, that most people never SEE let alone buy such comics. For $1.00 you can receive my giant catalogue, crammed with 100,000 items (comics, BLB's, etc).

HERE IS AN EXAMPLE OF WHAT'S UP FOR SALE:

Action Comics

#2 F+	4000.00
#3 NM/M; Scarce	3800.00
#4 F-	1200.00
#5 VF/NM; Rare	2500.00

Detective Comics

#27 F	4500.00
#30 NM/M	940.00
#32 NM/M	940.00
#35 F/VF	500.00
#38 1st Robin; VF/NM	2000.00

AVAILABLE!!

Detec.

#100-225	Call! Write

Human Torch

#1, (#2) 1940 NM/M	2800.00

Captain America

#1 VF/NM	3900.00
#2 F/VF	1200.00
#3 VF	1200.00
#4, 5 VF	800.00
#6 F	400.00

All Flash

#1 F	400.00

Sub-Mariner

#3 F-VF	520.00

Human Torch

#2 (#1) VF-NM	2400.00
#5 (#4) F+	350.00

Many others: Just as rare: Send $1.00 for catalogue!!!!

MARVEL COMICS. PRICES GOOD UNTIL OCT/85 although prices may be changed without notice. Remember to add $3.00 postage & handling costs. Please list alternates if at all possible! **Listing alternates gives you a big 15% discount on all comics except Golden Age. Payment is in U.S. currency (money orders preferred!)**

(Streaks occur on photo copies; not on actual comics)

Amazing Spiderman

#15-20	32.00
#20-30	14.00
#31-40	14.00
#41-50	7.00
#51-60	6.00
#61-95	4.00
#96-98; drug issues	17.00
#100	15.00
#101, 102	8.00
#103-120	3.00
#121, 122; death of Gwen Stacy, Green Goblin	28.00
#123-160	2.50
#161, 162	7.50
#164-199	1.50
#200	3.75
#201-251	1.00
#252; new costume	.5.00

Avengers

#5-10	36.00
#11-20	20.00
#21-30	7.50
#31-40	5.00
#41-50	4.50
#51, 52, 54-56	6.00
#57, 58	12.00
#59-67	8.00
#68-70	5.00
#71-91	5.00
#93	32.00
#94-96	20.00
#97-99	12.00
#100	24.00
#101-109	4.00
#110, 111	8.00
#112-150	4.00

Conan the Barbarian

#1	70.00
#2	33.00
#3	56.00
#4, 5	28.00
#6-10	20.00
#11-20	18.00
#21-24	10.00
#25	6.50
#26-36	4.00
#37; Adams	15.00
#38-50	2.50
#51-99	2.25
#100	4.00

Daredevil

#9-15	20.00
#16-20	9.50
#21-50	5.00
#51, 52	7.00
#53	5.00
#54-56	2.00
#57	5.50
#58-60	2.50
#81-99	1.50
#100	6.00
#101-157 $2.00 except #131	5.00
#158 Miller DD	45.00
#159	15.00
#160, 161	10.00
#162	2.00
#163-167	7.50
#168	15.00
#169	9.00
#170-175	5.00
#176-180	3.50
#181	8.00
#182-200	2.00

Fantastic Four

#21-30	26.00
#31-40	15.00
#41-47	12.00
#48	40.00
#49, 50	20.00
#51-60	10.00
#61-71	8.00
#72-80	5.00
#81-99	3.00
#100	20.00
#101-120	3.00

Iron Fist

#1	13.00
#2-10	6.00
#11-14	5.00
#15; X-Men	24.00

Iron Man

#1	42.00
#2-5	10.00
#6-10	5.00
#11-15	4.00
#16-20	4.00
#21-46	3.00
#47	8.00
#48-56	5.00
#57-99	2.00
#100	4.00
#101-117	1.50

Peter Parker
Spec. Spider Man

#1	7.00
#2-5	3.50
#6-10	2.50
#11-20	2.00
#21-26	1.75
#22, 23	3.00
#27, 28; 1st Miller Daredevil	12.00
#29-40	1.25
#40-63	1.00
#64; Cloak & Dagger	8.00
#69, 70	4.00

X-Men

#94	80.00
#95	45.00
#96-99	30.00
#100	36.00
#101	30.00
#102-107	21.00
#108; 1st Byrne	30.00
#109	30.00
#110, 111	19.00
#112-119	16.00
#120	26.00
#121	30.00
#122-129	11.00
#130	12.00
#131-136	7.50
#137	8.00
#138	7.00
#139, 140	8.00
#141	5.00
#142-144	4.00
#145-150	3.50

Giant-Size

#1; 1st app New X-Men	75.00

Special Special!!!!!!
G.I. Joe
A Real American Hero

#1	12.00
#2	17.00

Thor

#337	5.00

Justice Machine
Annual

#1; 1st Elementals	.10.00

New Teen Titans
(1980) DC

#1	17.00
#2	12.00
#3-6	8.00
#7-10	5.00
#11-15	3.00
#16-20	2.00
#21-30	1.50

New Teen Titans
(1984, Baxter)

#1	6.00

Web of Spiderman

#1	2.50

Don't Forget: $1.00 get you my complete giant Catalogue with thousands of rare comics. Send for it now!

Swamp Thing
(1982)

#20	14.50
#21	17.00
#22-30	5.00
#31-35	3.50

WANTED!!! I will pay 60% guide for AMAZING FANTASY #15, AMAZING SPIDERMAN #1-100, FANTASTIC FOUR #1-150; IRON MAN #1-25; AND X-MEN #1-145. NO NEED TO CALL, JUST SEND BOOKS. PAYMENT MADE IMMEDIATELY UPON PROCESSING!
AND REMEMBER, I'VE CONSISTENTLY PAID RECORD PRICES FOR GOLDEN AGE MATERIAL! (SUCH AS Action #1; VG; $6000.00) If you have Golden Age call me first!
ALSO NEEDED: AVENGERS #1-150; CONAN #1-50; CAP. AMER #100-113. INCREDIBLE HULK #1-6, 102; JOURNEY INTO MYSTERY #83; 84. TALES OF SUSPENSE #39-55.
I REPEAT SEND MATERIAL FOR IMMEDIATE PAYMENT. Help me spend $100,000 this month buying comics.

COMIC MASTER RESTORATION SERVICES

"Comicstore"; are now available nationwide. 16 years experience. We have developed "comicfuse" (TM) which can invisibly mend tears. "Comiclean" (TM) which can clean your comic book as if it was hand scrubbed.

"Comicpresse" (TM) which can remove all spine roll. However each comic is an individual piece of work. For that reason please call, or send your comic for appraisal. Call (514) 747-4381. NOTE: We do not charge exhorbitant prices! Our pricing is very, very reasonable. For example; cleaning, spine roll removal and tape removal, averages $40.00 (less for most jobs).

We've Got the WHOLE Story!

ELFQUEST

Elfquest books bring you the complete saga *now, in color*, five issues per book. Book #1, 2, 3 & 4 **$12.95** each. Or, get the whole set for **$45**...*save $6!*

Get six assorted issues of the *original* black & white **Elfquest comic** and *save!* $9 value for only **$8.** *Going fast!*

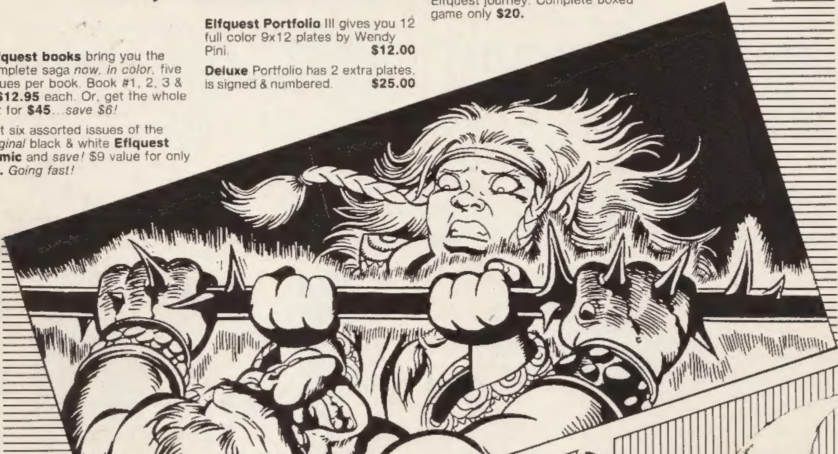
Elfquest Portfolio III gives you 12 full color 9x12 plates by Wendy Pini. **$12.00**

Deluxe Portfolio has 2 extra plates, is signed & numbered. **$25.00**

Wendy Pini's classic characters take shape in detailed lead die-cast **miniature figurines.** Five sets, **$8** each...or all five sets for **$38** and *save!*

Use your figurines to play the **Elfquest Game!** Stalk the forest with your wolf-friend as you replay the Elfquest journey. Complete boxed game only **$20.**

Also available: A full line of **Elfquest T-shirts** and the Elfquest Cap! Send **$1** for complete details in our latest **Catalog** jam-packed with more than 2,500 comic fantasy items. *Free* catalog with every order!



THE HARD TIMES

THE AMERICAN FLAGG Graphic Novel

by Howard Chaykin

Do you like voluptuous women and fast action? Then Reuben Flagg is your man! 100 pages of exciting color. Intro by Michael Moorcock. $11.95
ADULT MATERIAL

BORIS

MASTER OF EXOTIC IMAGES

1986 BORIS FANTASY CALENDAR
Always one of our best sellers! Sensual, surreal paintings, full color, 12x12 ADULT MATERIAL **$6.95**

ENCHANTMENT
15 dazzling new full color paintings teamed with boldly erotic stories by Doris Vallejo. Softcover, 9x12, 108 pgs. ADULT MATERIAL **$14.95**

MIRAGE
Beautiful women and strange creatures inhabit this collection of fantastic scenes. 9x12, 100 pg. ADULT MATERIAL **$12.95**

FANTASY & COMIC ART • BUD PLANT INC.

Get our NEW catalog FREE with your order.
Over 2500 fantasy & comic art items. Special discounts available.

Please send me the following items:

If you need more space, use an additional sheet.

CALL TOLL FREE
800-824-8532 (9-5 Mon.-Fri. Pacific Time) Credit card orders only (Master Card & Visa). Minimum phone order $10. No CODs. For CA, AK, HI, and for information call 916-273-9588.

Order Total $______
Calif. residents add 6% tax $______
Postage $ 1.50
Total $______

Name ______
Address ______
City/State/Zip ______

I certify that I am over 18 years of age to buy ADULT MATERIAL ______ initial

BUD PLANT
P.O. Box 1886CZ4, Grass Valley, CA 95945

MasterCard CALL TOLL FREE VISA
ASK for a FREE CATALOG